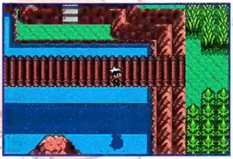
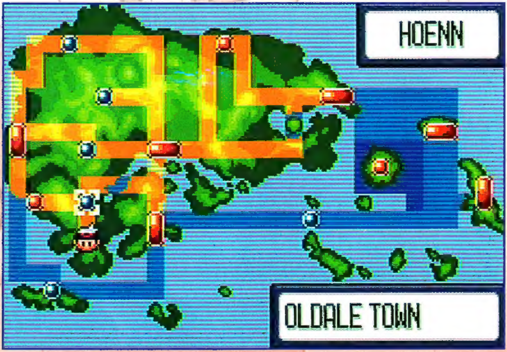
HOENN REGION

Hoenn is a colorful and deverse region, with its vast ocean and rolling hills. By traveling along the routes that connect each city, you'll encounter wild Pokémon and Pokémon Trainers who generally use the same types of Pokémon found on that route. You can travel in Hoenn is by foot, bicycle or boat, but some Pokémon HMs allow Pokémon Trainers to travel differently. Some areas of Hoenn will be unreachable without the correct form of travel. After you get the Pokénav, use the map feature to guide you.

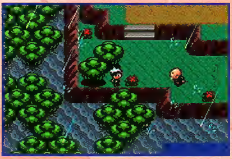


The winding routes that connect all of Hoenn are bustling with aspiring Trainers and wild Pokémon. Routes are numbered for easy identification, and subtle landscape changes shape the routes to create a scenic atmosphere.

Every town's culture reflects the land around it. From port towns to mountain enclaves to a village in the trees—each place is unique and holds its own secrets. Always speak to the townsfolk to learn about an area's points of interest and find out about recent happenings.



Swamps, beaches, forests and meadows—Hoenn has every type of environment. The diverse landscape creates an ideal habitat for any Pokémon. The weather sometimes changes from sun to rain in parts of Hoenn, as shown below.



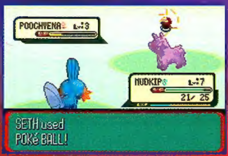
Hoenn holds many wondrous places and things. Travel to far-off areas by boat, or stop at the Safari Zone to search for rare Pokémon. Your adventures in Hoenn will be as rich as you make them, so take the time to experience everything around you.

Come in and enjoy the SAFARI ZONE!

Pokémon 101: Where do I find all the Pokémon?

Like most creatures, Pokémon live in environments suited to their needs. A skilled Pokémon Trainer will search everywhere for Pokémon and learn where to find different types. Once you encounter a Pokémon, use your Pokénav to see all the routes on which that Pokémon will appear in Hoenn. Some Pokémon are more elusive than others. You will need certain HMs, TMs or key items such as a fishing pole to catch certain Pokémon.

Many Pokémon reside in only one environment, such as in caves or water. Fishing is one way to catch the Pokémon that live in water.

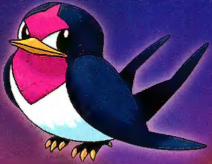


SETH used POKé BALL!

Wild Pokémon are challenging to catch. Weaken wild Pokémon in battle before you attempt to catch them with a Poké Ball.

You may trade your POKéMON here with a friend.

Trading Pokémon with a friend or with characters you meet in Pokémon Ruby and Sapphire is a great way to collect new Pokémon.



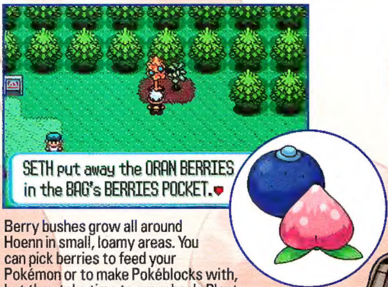
Taillow

Type: NORMAL & FLYING
Height: 1' 00"
Weight: 5.1 LBS.

RAISING YOUR POKéMON

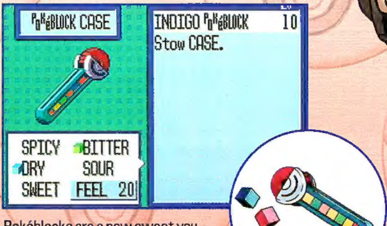
Raising Pokémon is an art that takes time, planning and above all else, loving care. Skilled Pokémon Trainers learn each of their Pokémon's individual types and tailor their training programs to be as efficient and beneficial as possible. All Pokémon enjoy Pokéblocks made from berries, but each has a favorite color, based on its personality. Raise your Pokémon's stats with Pokéblocks and compete in Pokémon Contests to win ribbons. Take two like Pokémon of opposite gender to the Daycare—you may return to find a little surprise.

The Path to a Happy Pokémon



SETH put away the ORAN BERRIES in the BAG's BERRIES POCKET.♥

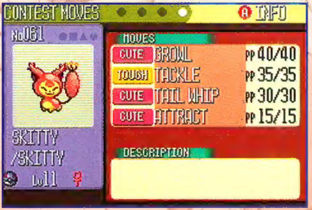
Berry bushes grow all around Hoenn in small, loamy areas. You can pick berries to feed your Pokémon or to make Pokéblocks with, but they take time to grow back. Plant berries in the loamy soil and water them with the Wailmer Pail to replenish the supply.



INDIGO POKéBLOCK 10
Stow CASE.

Pokéblocks are a new sweet you can create by blending a combination of berries in a Berry Blender. Pokémon Trainers feed their Pokémon Pokéblocks to raise statistics used to judge Pokémon in Pokémon Contests, such as cuteness or toughness. Pokéblocks are stored in the Pokéblock case.

Pokémon Contests are the latest craze among Hoenn's Pokémon Trainers. At the Pokémon Contest Halls you can enter your Pokémon to compete in contests for ribbons and fame. Pokémon are judged by special stats and moves. In one city, you can link up with two or three friends to compete in a Pokémon Contest together.



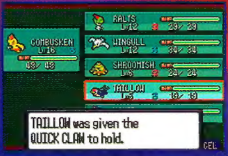
CUTE	GROWL	PP 40/40
TOUGH	TACKLE	PP 35/35
CUTE	TAIL WHIP	PP 30/30
CUTE	ATTRACT	PP 15/15

View the condition of your Pokémon's stats with the Pokénav. In Pokémon Contests, individual Pokémon are judged by five stats: cool, beauty, cute, tough and smart. Raise one stat with the correct Pokéblock type to create the ultimate cute Pokémon, tough Pokémon or whichever you choose. Each Pokémon move also corresponds with one of the stats.

Pokémon 101: What are TMs & HMs? How do I enhance my Pokémon?

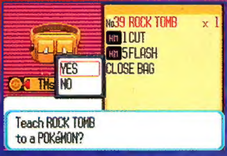
TMs (Technical Machines) and HMs (Hidden Machines) contain special abilities that you can teach your Pokémon. TMs provide one-time skill training for one Pokémon—after you use a TM, it disappears, so choose which Pokémon you wish to learn the move carefully. HMs provide a skill training that you can use over and over on any Pokémon able to learn the move carefully. TMs and HMs contain special moves that your Pokémon can learn and use in and out of battle. Some HMs, such as Surf and Fly, will open up new forms of travel if a Pokémon that knows the move is with you. Other HMs, such as Cut or Rock Smash, will enable a Pokémon to clear paths that allow you to travel where you couldn't otherwise. TMs usually contain rare moves that you can teach only certain Pokémon one time, so, again, choose the recipient Pokémon carefully.

HMs provide key moves that you'll need to travel freely around Hoenn, but they also provide powerful attack moves when used in battle.



TAILLOW was given the QUICK CLAW to hold.

Pokémon Trainers can enhance their Pokémon by giving them berries or items to hold. Pokémon use berries in battle automatically.

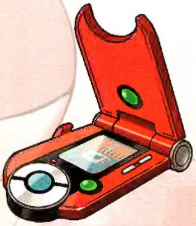


Teach ROCK TOMB to a POKéMON?

TMs give one Pokémon a one-time skill training for a very powerful move. TM moves are rare and can usually be used only in battle.

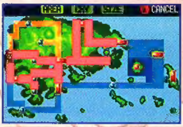
COOL NEW GAME FEATURES!

From a streamlined new Pokédex to a personal hideout called a Secret Base, Pokémon Ruby and Sapphire boast a bunch of great new game features. Being a Pokémon Trainer has never been so good! The creators of Pokémon Ruby and Sapphire strove to develop a game that both new and experienced Pokémon fans would love, and they went all out! We won't reveal every fun feature in this issue, but read on to find out more about three of the most anticipated ones.

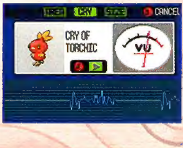


NEW POKéDEX

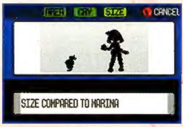
The new Pokédex, created by the prestigious Devon Company, is a gift from Professor Birch. The Pokédex is every Pokémon Trainer's best friend—aside from his or her Pokémon, of course. The compact electronic device is the ultimate Pokémon encyclopedia and organizer in one. View every detail of the Pokémon you've captured, from their types to their moves to their natures—it's all at your fingertips! Don't leave home without it.



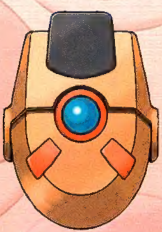
Search for Pokémon you've encountered. The Pokédex will bring up any route that may lead to where the selected Pokémon is.



Listen to the cry of each Pokémon you encounter during your travels. You can see what each cry's audio waves look like.

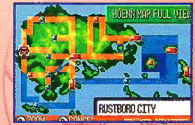


Get a better idea of your Pokémon's size by viewing a screen that shows each Pokémon next to your character.

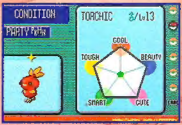


POKéNAV

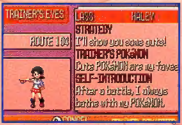
The Pokénav is also created by the masterminds at Devon Company, and the president of Devon Company will give it to you after you help him out of a particularly important dilemma. The Pokénav helps Pokémon Trainers navigate while traveling the land in search of Pokémon. The handy Pokénav features a detailed map of Hoenn, personal info on any Pokémon Trainers you've battled, and a state-of-the-art Pokémon-tracking system.



View an interactive map of Hoenn in the Pokénav. You can see each route, town and secret area and zoom in on all of them for more detail.



Check up on each of your Pokémon's stats with the Pokénav. Cuteness, toughness and more are shown in a helpful diagram.



STRATEGY

I'll show you some guts!

TRAINER'S POKéMON

Cute POKéMON are my faves

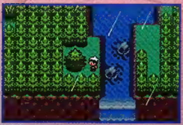
SELF-INTRODUCTION

After a battle, I always bathe with my POKéMON.

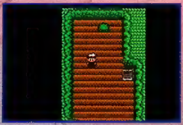
After you've battled a Trainer, his or her personal info is added to the Trainer's Eyes section of your Pokénav. Sometimes they want a rematch!

SECRET BASE

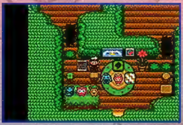
Throughout Hoenn, look for telltale rectangular squares on rock surfaces, and large trees that could one day become your Secret Base. A Secret Base is a cozy little place to call your own and decorate with all your favorite Poké-items. If you link up and mix records with a friend who also has a Secret Base set up on his or her Pokémon Ruby or Sapphire Game Pak, you can visit your friend's Secret Base in your game!



After you find the Hidden Power TM, you can set up your Secret Base. Build a tree house, a mountain hideaway or a seaside cove.

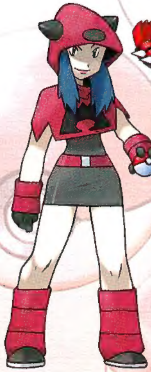


The layout of each Secret Base varies—look for the one you like best. You can move your Secret Base whenever you choose.

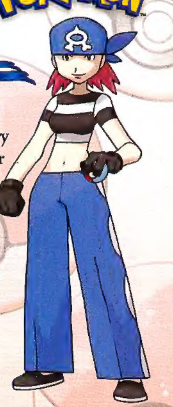


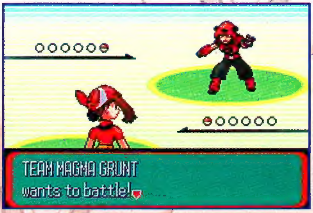
Give your Secret Base a personal touch by decorating it with special items you've found, such as dolls, posters, tables and chairs.

RUBY & SAPPHIRE: IN DEPTH



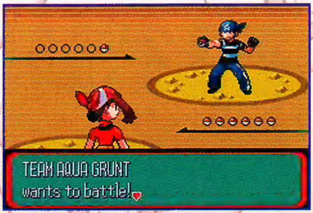
Pokémon Ruby and Sapphire offer double the fun with tons of multiplayer features and a deep story line. Play through the story alone and learn each game's secrets, or link up with friends to battle or trade. There are many options to choose from, and each will enhance your gaming experience. As you journey through Hoenn on your quest to become the champion of the Hoenn Pokémon League, you'll slowly become aware of a larger plot. Two mysterious groups known as Team Aqua and Team Magma are battling each other for purposes only they know. Both groups seek a legendary Pokémon to do their bidding. What are their motives? It's hard to tell, but one thing is for certain—they're up to no good. Chaos will reign if either group succeeds—there must be a balance!





TEAM MAGMA GRUNT
wants to battle!

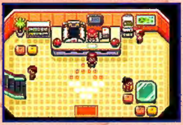
Team Magma thinks that the world would be a better place if it were all land—no water. They seek legendary Pokémon Groudon to fulfill their plans.



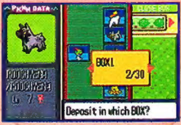
TEAM AQUA GRUNT
wants to battle!

Team Aqua strives to cover the world in water. They believe that they can reach their goal with the help of legendary Pokémon Kyogre.

Double the Story—Double the Action

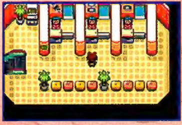


Even Pokécenters have gotten a facelift! You'll find red-and-white Pokécenters in most cites. Visit them for Pokémon storage and care.

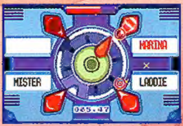


Deposit in which BOX?

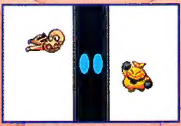
Store your Pokémon in the new PC with ease. Each storage box is decorated with one Pokémon type in mind for better organization.



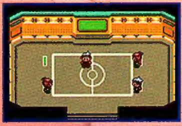
Trade and battle with your friends at the Pokémon Cable Club. Each player must have a copy of Pokémon Ruby or Sapphire.



Make Pokéblocks by mixing a variety of berries in the Berry Blender with friends via the Link Cable or with characters in the game.



Link up and trade with friends or with characters in the game. Each player needs a copy of Pokémon Ruby or Sapphire to trade.



The all-new four-player battle is available at the Cable Club. Link up with three friends for some two-on-two Pokémon battle action!

THE TIME IS NEAR!

The wait is almost over, Pokéfans! Mark your calendar—March 17th is the day Pokémon Ruby and Pokémon Sapphire arrive in North America. To help tide you over, participating retailers have a little treat for you when you preorder Pokémon Ruby or Pokémon Sapphire: While supplies last, you'll get a collectible Pokémon Ruby or Pokémon Sapphire coin—you can't get them anywhere else!

POKéMON.
GROUDON™

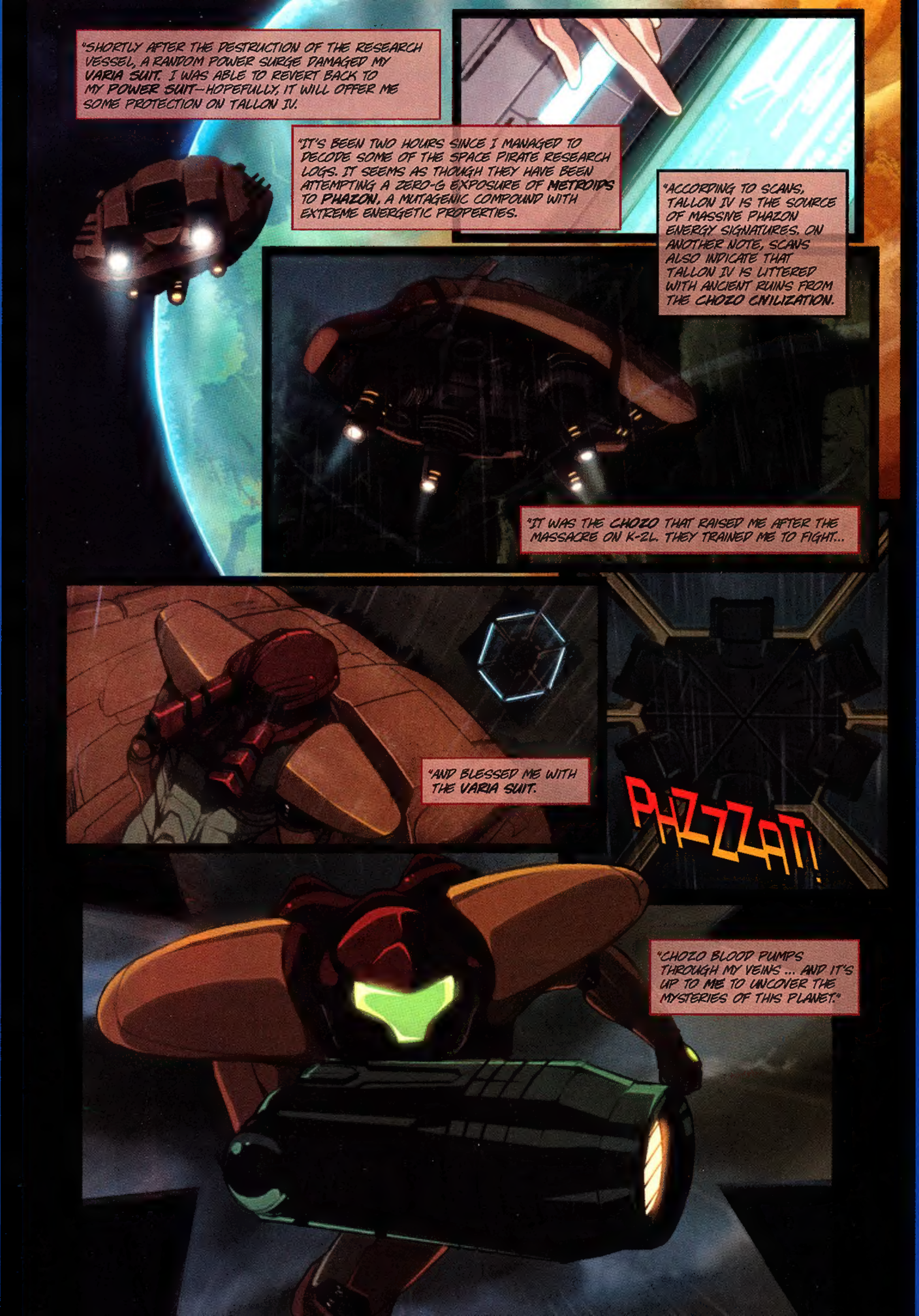
POKéMON.
KYOGRE™

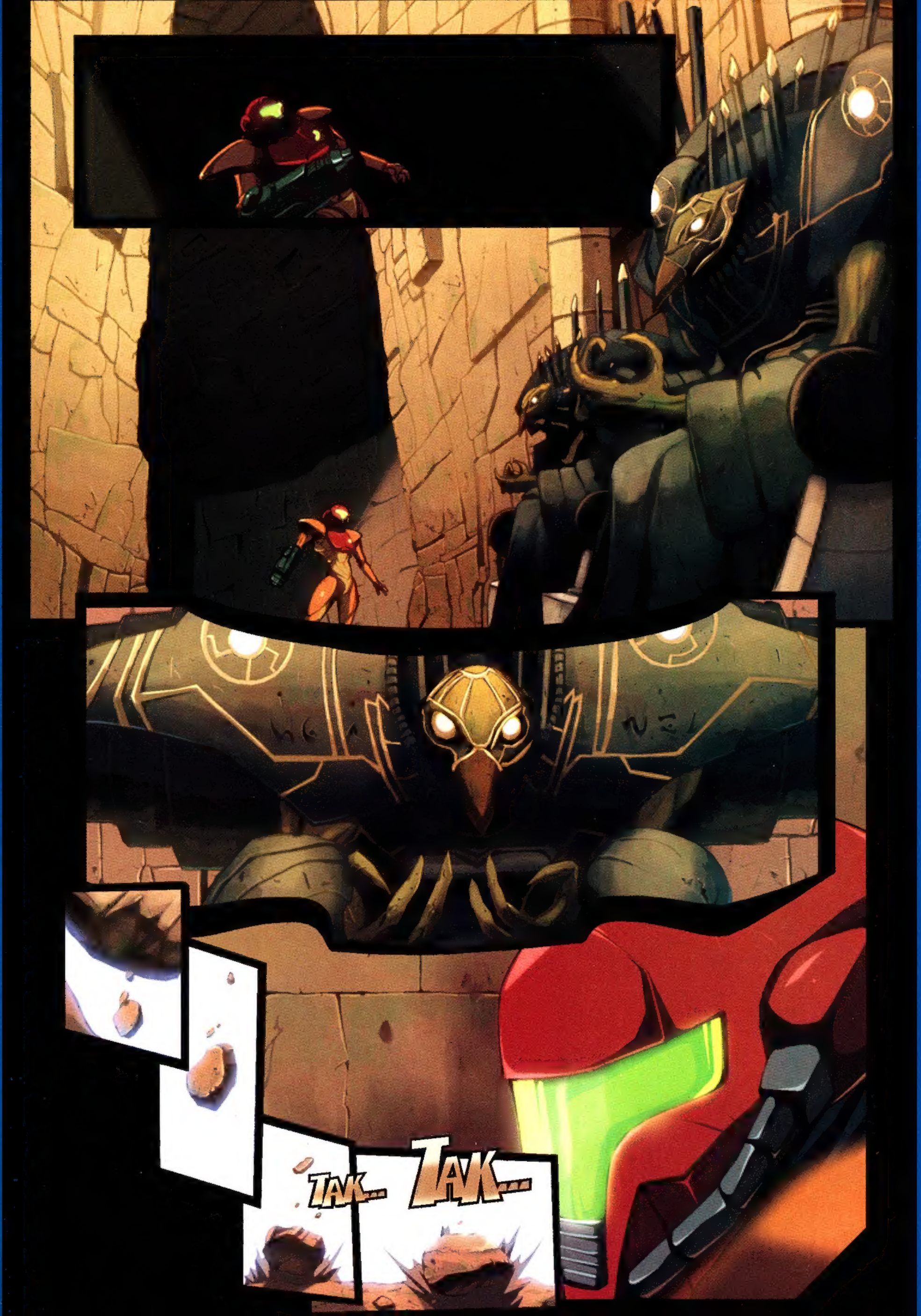
When you preorder Pokémon Ruby or Pokémon Sapphire at a participating retailer, you'll take home a Limited Edition Pokémon Ruby or Sapphire coin.

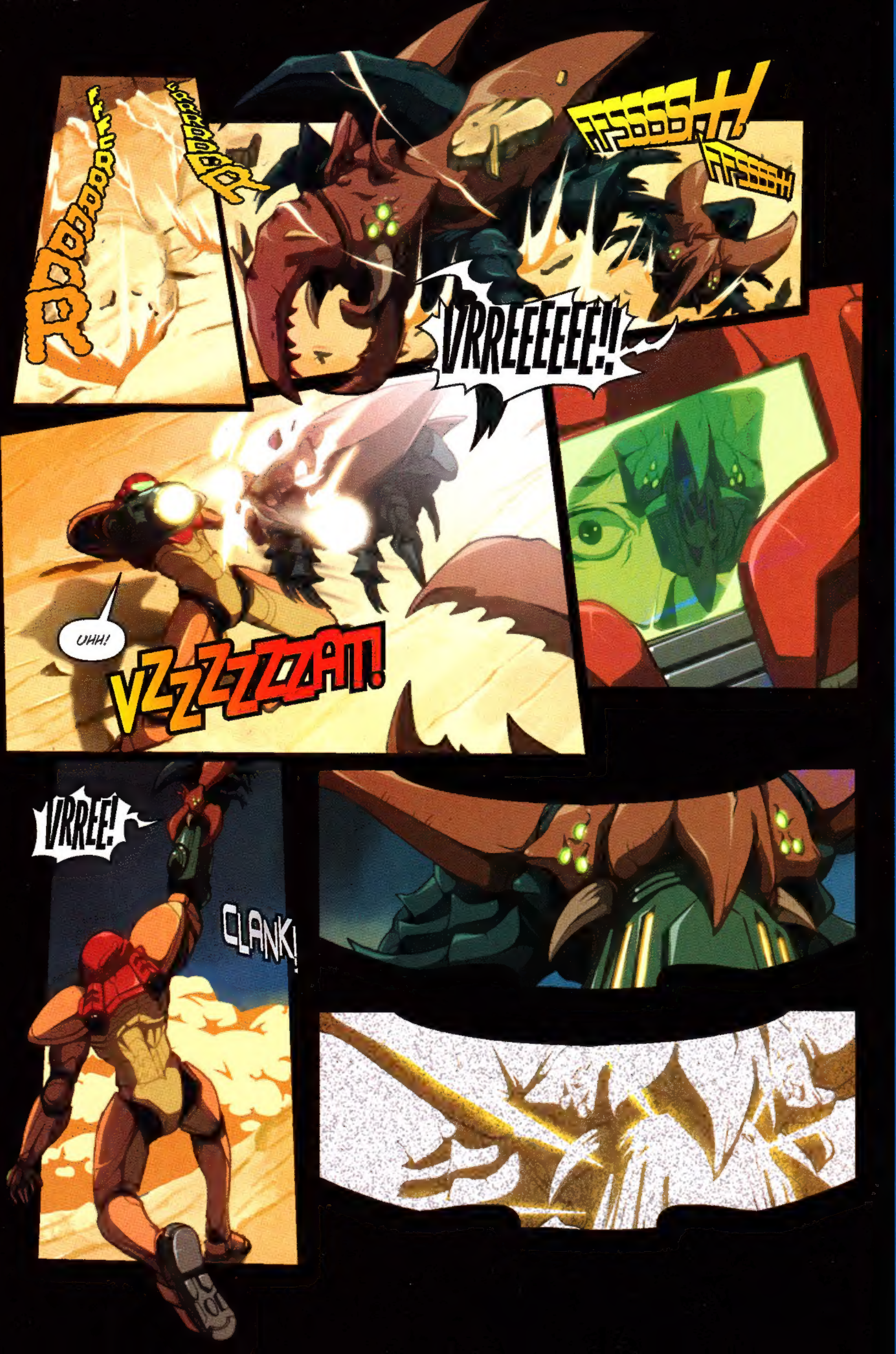
The next generation of Pokémon will sweep the nation soon, and the exciting buzz is all around us. The NP Krew is working hard to bring you the latest Pokémon Ruby and Sapphire info in the magazine and the upcoming Player's Guide. In next month's issue, we'll unveil detailed strategy to help get aspiring Pokémon Trainers started once they get their hands on Pokémon Ruby and Sapphire. Stay tuned!

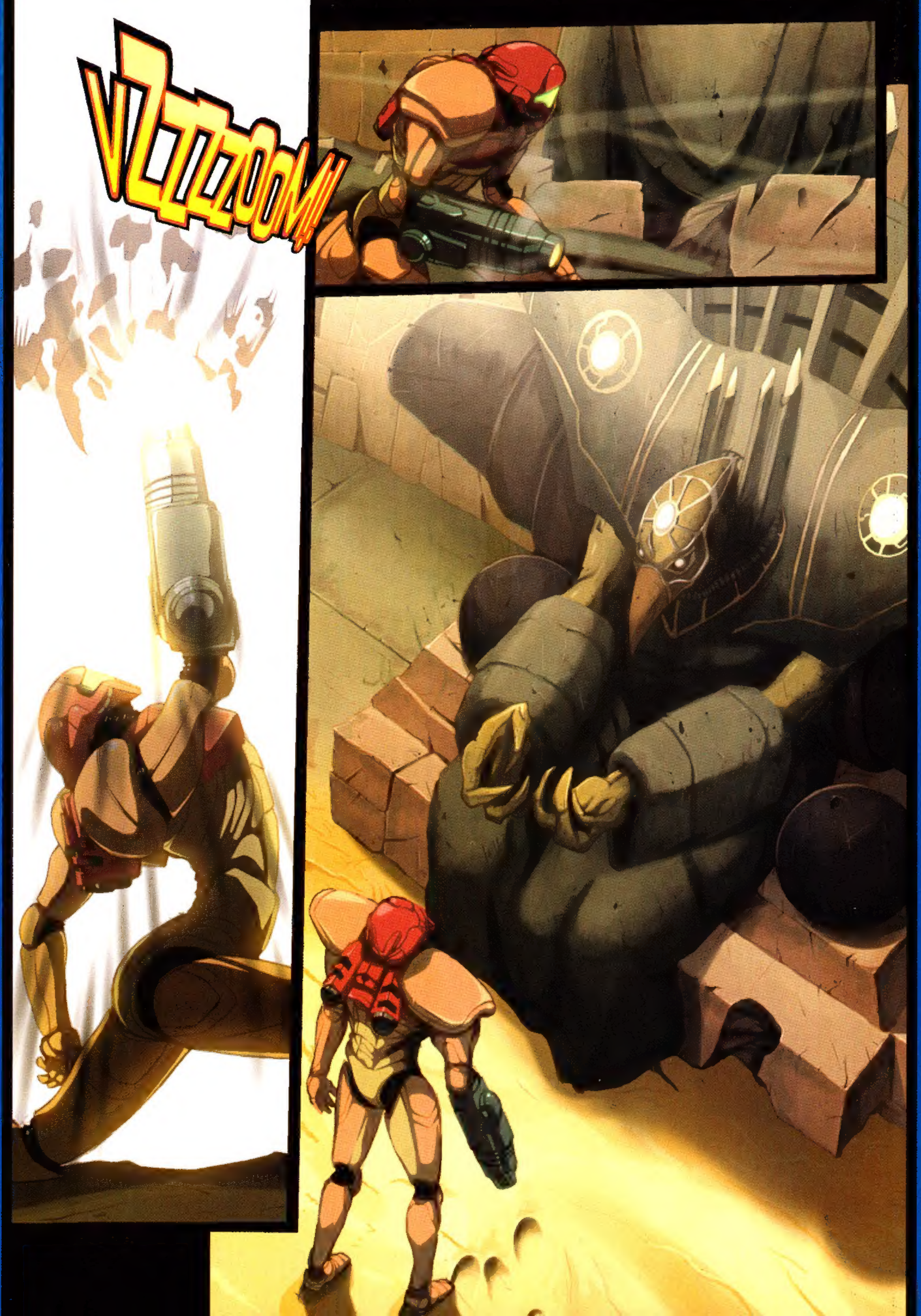
GAME BOY ADVANCE
Pokémon
RUBY VERSION
Pokémon
SAPPHIRE VERSION

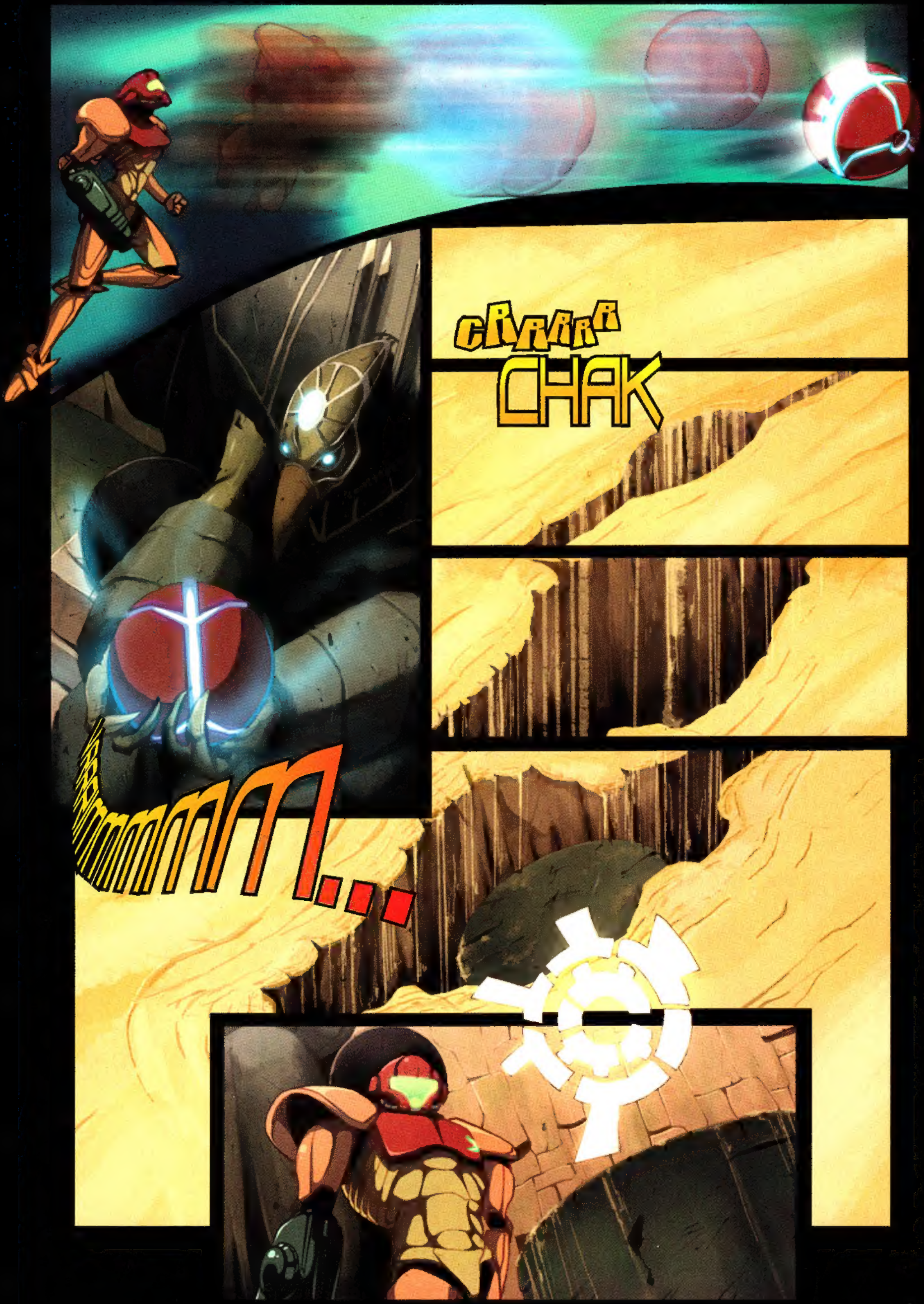
Look for Pokémon Ruby and Sapphire on March 17th in a store near you! They're going to go fast, so reserve your copy while you can.

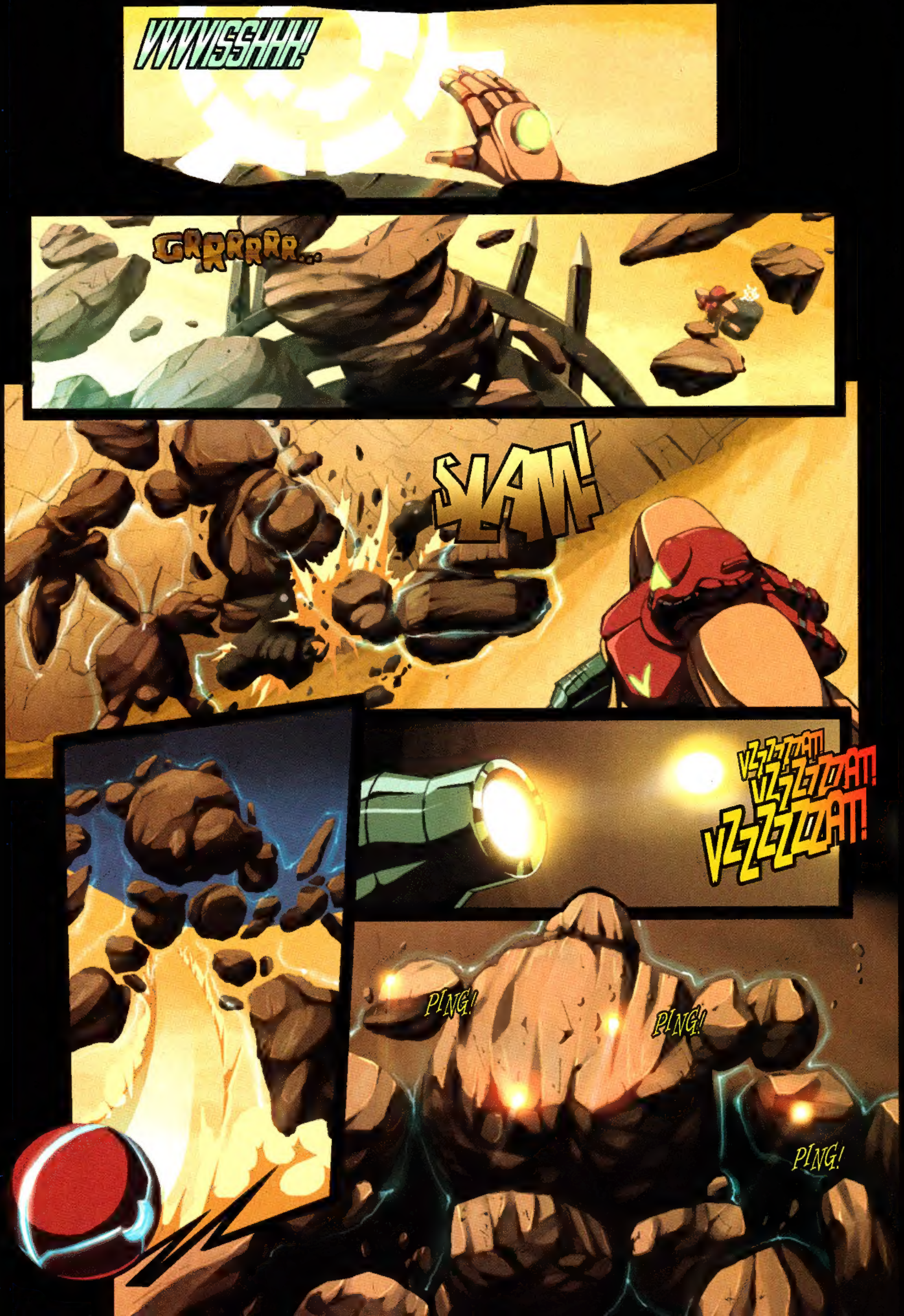

"SHORTLY AFTER THE DESTRUCTION OF THE RESEARCH VESSEL, A RANDOM POWER SURGE DAMAGED MY **VARIA SUIT**. I WAS ABLE TO REVERT BACK TO MY **POWER SUIT**—HOPEFULLY, IT WILL OFFER ME SOME PROTECTION ON TALLON IV.
"IT'S BEEN TWO HOURS SINCE I MANAGED TO DECODE SOME OF THE SPACE PIRATE RESEARCH LOGS. IT SEEMS AS THOUGH THEY HAVE BEEN ATTEMPTING A ZERO-G EXPOSURE OF **METROIDS** TO **PHAZON**, A MUTAGENIC COMPOUND WITH EXTREME ENERGETIC PROPERTIES.
"ACCORDING TO SCANS, TALLON IV IS THE SOURCE OF MASSIVE PHAZON ENERGY SIGNATURES. ON ANOTHER NOTE, SCANS ALSO INDICATE THAT TALLON IV IS LITTERED WITH ANCIENT RUINS FROM THE **CHOZO CIVILIZATION**.
"IT WAS THE **CHOZO** THAT RAISED ME AFTER THE MASSACRE ON K-2L. THEY TRAINED ME TO FIGHT...
"AND BLESSED ME WITH THE **VARIA SUIT**.
PHZZZAT!
"CHOZO BLOOD PUMPS THROUGH MY VEINS ... AND IT'S UP TO ME TO UNCOVER THE MYSTERIES OF THIS PLANET."

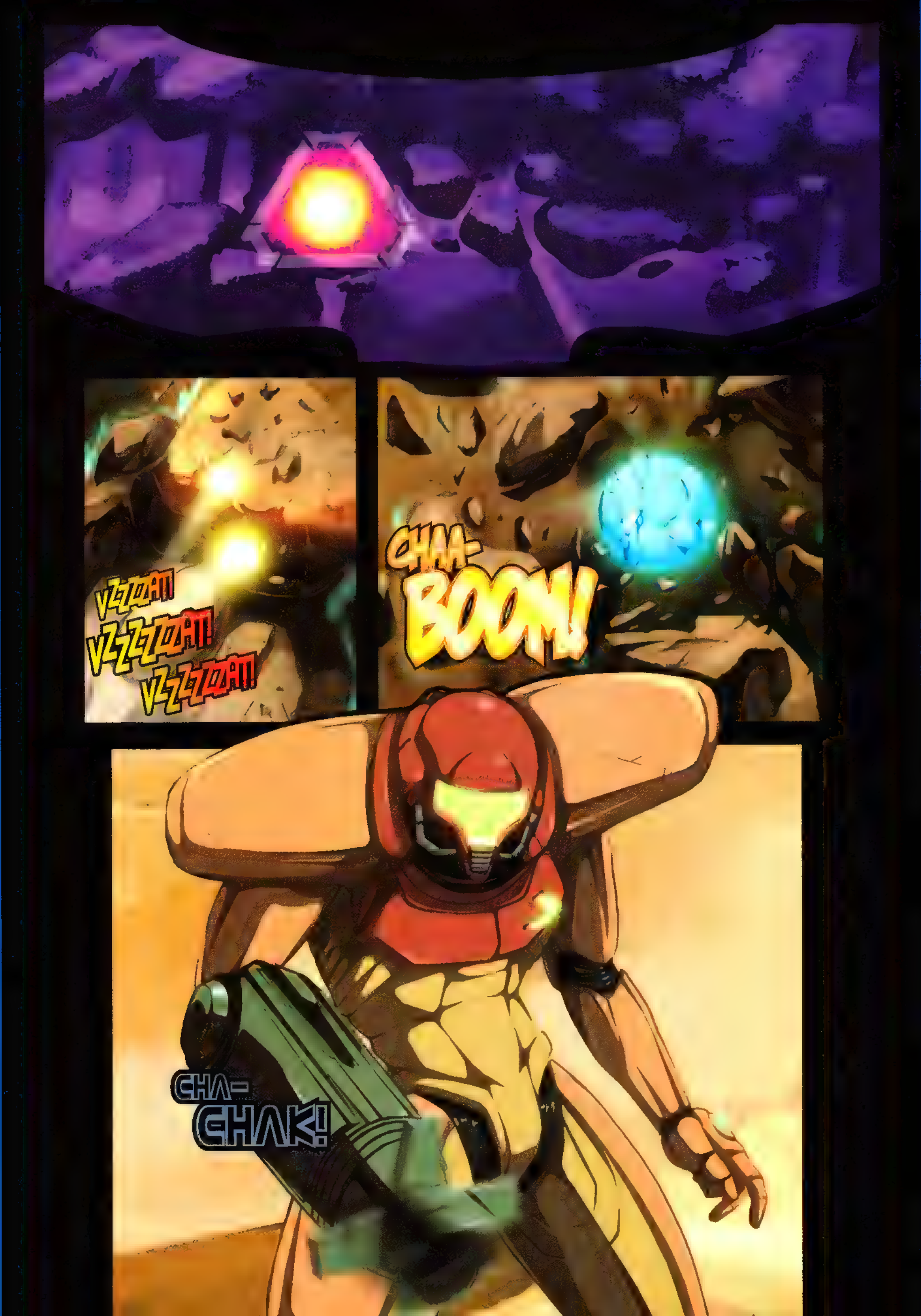

TAK...
TAK...

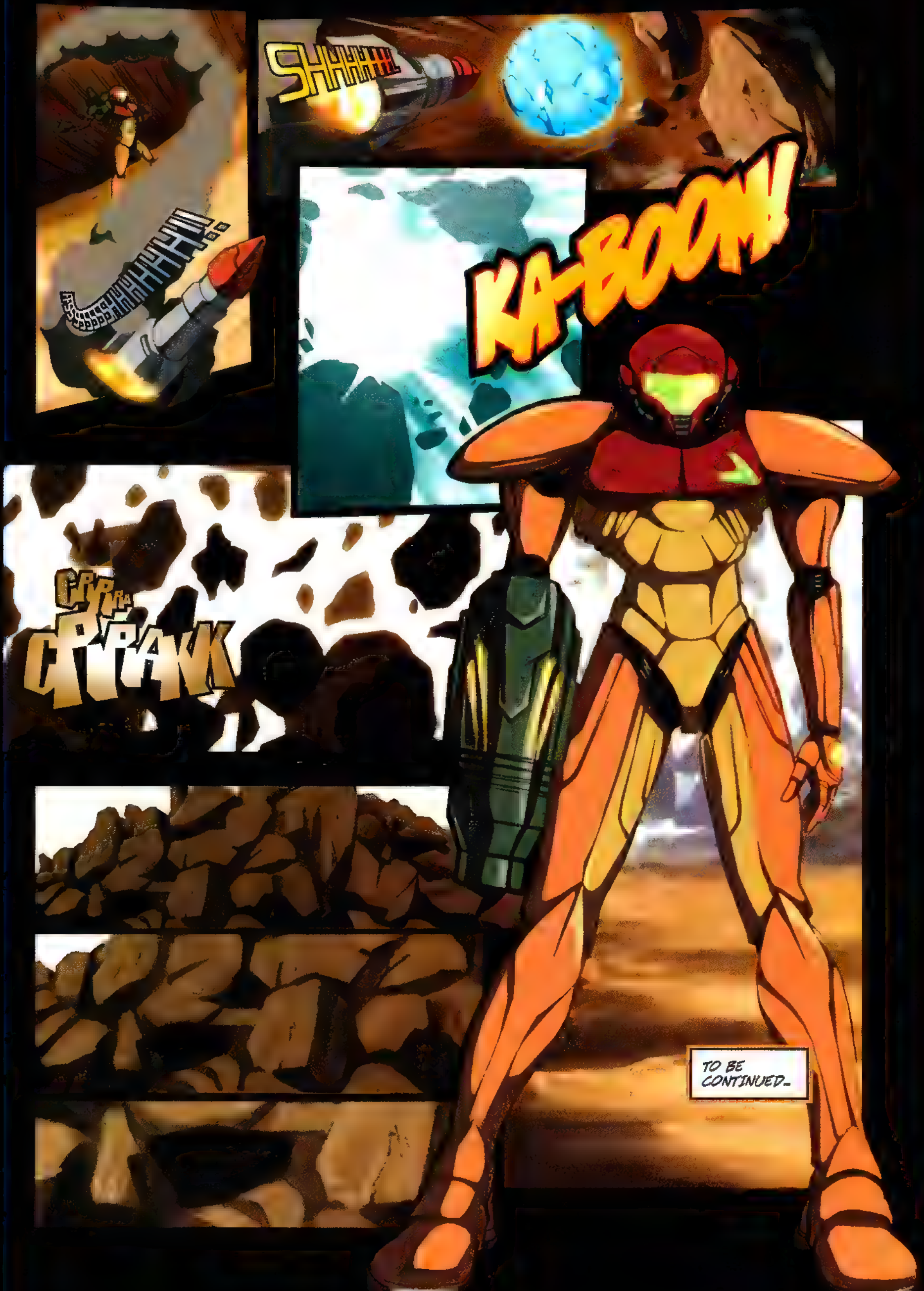

ROOOOOOOORRR
RRROOOOOOAR
FFSSSSH!
FFSSSSH
VRREEEEEE!!
UHH!
VZZZZZZAT!
VRREE!
CLANK!


VZZZZOOM!!


CRRRRR
CHAK
VRRRMMMMMMM...


VVVVISSHHH!
GRRRRRR...
SLAM!
VZZZZZAM!
VZZZZZAM!
VZZZZZAM!
PING!
PING!
PING!


VZZZZAT!
VZZZZZZAT!
VZZZZZZAT!
CHAA-
BOOM!
CHA-
CHAK!


FSSSHHHHHHH!!!
SHHHHH!!!
KA-BOOM!
CRRRA
CRRAKK
TO BE CONTINUED...

ARENA

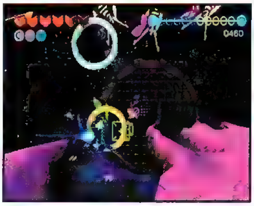
ARE YOU GAME?

CHALLENGE

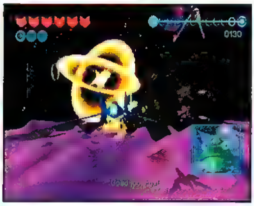
So you want to be a master combat pilot? Now you can prove your mettle by taking on the high-flying action Star Fox Adventures. Play the game until you unlock the space flight portions, then rack up the highest score you can. Use a camera to take a shot of your best outing, then send it to us at the address below.

STAR FOX ADVENTURES

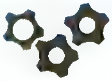
EPIC SPACE COMBAT



POINTS APLENTY



You can earn points by shooting enemies and asteroids. You'll also increase your score each time you fly through a gold or silver ring. You can use the score from any mission you like.



NP SCOREBOARD

NCAA FOOTBALL 2003–MOST DYNASTY TROPHIES (VOLUME 162)

Forest Corwin, North Carolina	36
Shane Johnson, Washington	32
Demian Pedone, West Virginia	21
Aimee Pickering, Ohio	14
Eric Lavin, Arizona	11

CAUTION:

TWISTED CHALLENGES AHEAD

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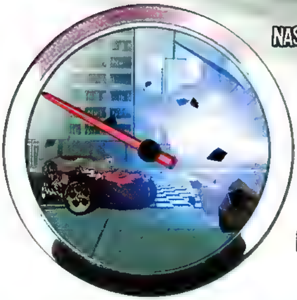

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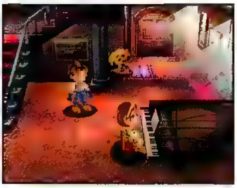
EPIC CENTER

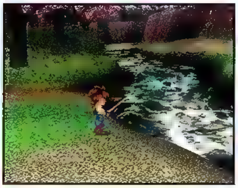
Last year was a glorious year for RPG fans, and 2003 looks even better. With tons of role-playing titles on the horizon, it's easy for a quality game to get lost in the shuffle. In that spirit, we present two RPGs that might have flown under your radar—Car Battler Joe and Summoner: A Goddess Reborn. Oh, and new Harvest Moon info! Wa-hoo!

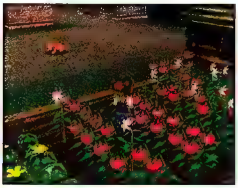
EPIC NEWS

Kiyaaa! We Love This!

Bad news first: The release date for Natsume's GCN title Harvest Moon: A Wonderful Life has been moved back to the fall. Now all the good stuff! The world of HM: AWL will look familiar to fans of Harvest Moon 64 because it's based on the town from that title. Old friends like Popuri, Karen and your trusty dog all make appearances, and there are new townsfolk as well. The game features over 40 characters, new animals and lots of new crops. You'll also be able to cross-breed crops and make your own tasty mutations. The wooing and marriage system returns, and if you have a child, you'll be able to raise and watch him or her grow. There are fewer days in a season, but the pace has been slowed down so you don't have to run from one part of town to another. The farming fun starts in the fall—what a perfect time!

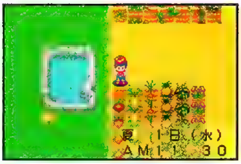


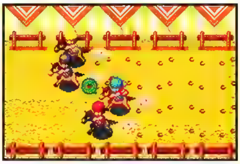


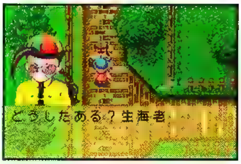


Life Is Peachy

Debuting simultaneously with the GCN version, Harvest Moon: Friends of Mineral Town is coming to the GBA. The town and characters are based on Harvest Moon: Back to Nature, and the game play is similar—you build a farm and gain status among the townspeople—but there's a lot more to see and do. You can participate in many new minigames, including a beachside Frisbee toss for your puppy. The developers at Natsume are rightfully proud of the numerous GBA-to-GCN linking features. If you have both new Harvest Moon titles, you can travel from one town to the other! There are plenty of special events and surprises that you'll find only by linking the two games, so hard-core Harvest Moon fans will want to grab both. Check Epic Center for more Harvest Moon coverage in the coming months.

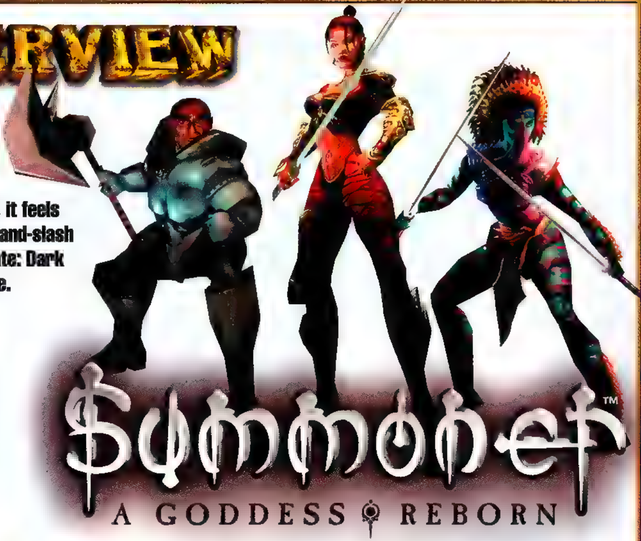






EPIC OVERVIEW

The original Summoner and its sequel, Summoner 2 were both released for the PS2, and now THQ is releasing the sequel for the Nintendo GameCube. Summoner: A Goddess Reborn has so many changes and upgrades, it feels like a totally new game! If you like the hack-and-slash action-RPG bent of titles such as Baldur's Gate: Dark Alliance, you'll love the new Summoner game.



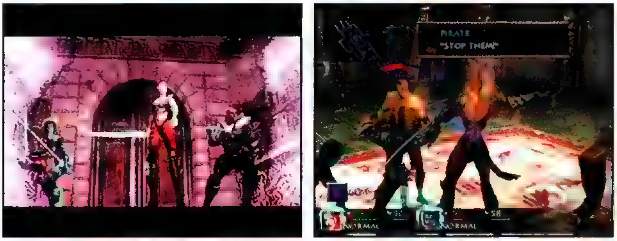
I SUMMON THEE!

There are three main characters in Summoner. Maia is Queen of the Halassar and a Summoner—a magician who can change into other forms. Taurgis is a mighty knight, and Sangaril is a blue-skinned assassin. You'll meet more playable characters in the later stages.

MAIA

TAURGIS

SANGARIL



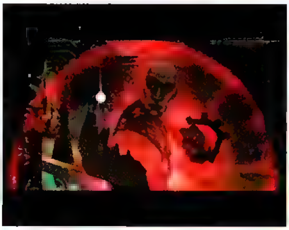
Each character will require a different strategy. Maia is most effective with a combination of force and magic, and Taurgis has the stamina to wade into combat and start raining blows on his enemies. Sangaril is great if you prefer to sneak around corners and knife your foes in the back, or to poison them from afar.

WHAT'S GOING ON?

As the game begins, Maia and Sangaril are on a ship that is attacked by pirates. Once the sea dogs are dispatched, the ship lands on an island that the heroes believe hides a stolen fortune. As the game progresses, you'll discover much about the land, its people and its secrets—including a shadowy force that is plotting to destroy Maia's empire from the inside.

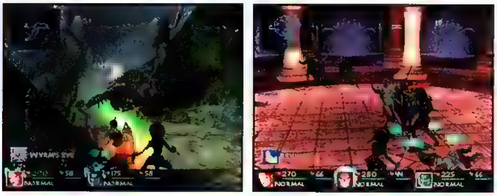
FIGHTING FOR THE QUEEN

All battle sequences in Summoner: A Goddess Reborn are in real time, which means you don't select your attacks from a menu but instead wade into combat and strike with a combination of magic and steel. If you delay, enemies will swarm you. There are hundreds of weapons, magic spells and Summoner transformations to learn and find. You also have full camera control during battles, which helps you catch thugs sneaking up from the sides. While you control one character, your other party members will attack on their own. You can order computer-controlled party members to strike hard, hang back or use magic to heal others.



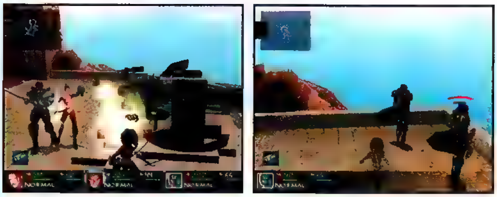
Blocking and defensive maneuvers play a small but vital role in the world of Summoner. In a refreshing twist, you begin the game with a number of skills, which gives you some room for error in the early going.

Menu Madness



One of the best features of Summoner is the option to assign spells or items to hot keys. If, for example, you'll need a lot of Healing Potions, you can assign them to the Y Button and drink a potion on the fly. It's very handy for tough fights.

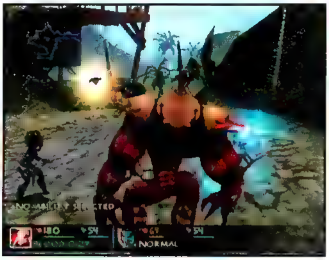
I Believe It's Magic



Summoner offers dozens upon dozens of spells for you to learn. You can master everything from calling down meteor showers to reviving the dead to cloaking yourself and sneaking up on enemies. And if you really want your foes to stay down, you can learn to consume their souls!

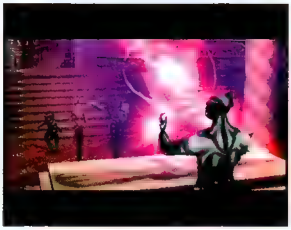
RESPOND TO THE SUMMONS

The summoning spells are the great granddaddies of magical abilities. With them, Maia can transform into a powerful beast that can deal damage far beyond that of any other spell or weapon in the game. There are 12 summoning spells, and many of them are based on the elements.



NO ABILITY SELECTED
NORMAL
NORMAL

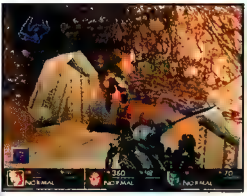
In the shot to the left, Maia has transformed into a hulking creature called the Blood Juggernaut. Many of your foes will cut and run rather than try to take down such an immense creature. In the above shot, Maia has taken the form of a sneaky reptile.

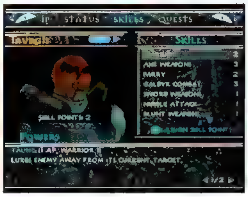


MAKING THE GRADE

As you fight through the game, you'll earn experience points that you can distribute among your skills. By doing so, you can customize a team in almost limitless ways and have full control over your characters' development. For example, although it makes sense to improve Sangaril's poison-making and sneaking abilities because she's an assassin, you can instead make her a healer and bulk up her sword-fighting skills. More abilities and awesome spells will become available as you reach the higher levels.

On the Level

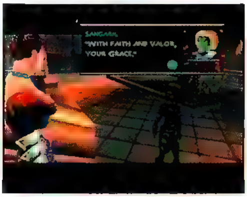




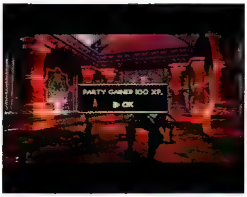
LURE ENEMY AWAY FROM ITS CURRENT TARGET.

The best way to gain experience points is by smiting your enemies in combat. The more troublemakers you cut down to size, the more quickly you'll gain experience. There are also more than 200 quests, side-quests and optional missions that you can undertake, many of which will give you experience.

The Wise Leader



SANGARIL
"WITH FAITH AND VALOR, YOUR GRACE."

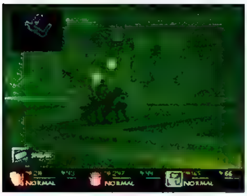


PARTY GAINED 100 XP.

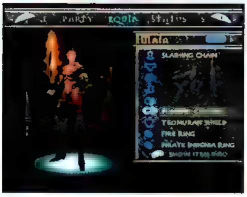
One of the most enjoyable parts of Summoner is speaking with the locals. There are hundreds of nonplayer characters in the game, and many of them have problems. If you help out a poor member of your kingdom (by giving him gold to heal a sick family member, for example) your leadership will grow and you'll gain experience.

More Combat Fun

Gamers who played the original Summoner title may remember the somewhat clunky "chain attack" combat system. In Summoner: A Goddess Reborn, a combo system replaces the chain attack. If you tap the attack button two or three times in rapid succession, you can deal more damage and use special attacks.



Many characters can use ranged weapons such as a crossbow to take out enemies from afar. Though the game contains an automatic lock-on feature, you can switch to first-person view and aim manually when using a ranged weapon.



The spoils of war are yours to distribute as you please. Each character has several slots where new gear—such as armor, helmets, rings, boots and more—can be stored. And if you're tired of hauling around a pair of leather pants, sell them to the local merchant for some quick cash.

A GOOD GAME REBORN

Dungeon-crawlers are all the rage on the GCN, and Summoner: A Goddess Reborn is a fine addition to the list. The game has fantastic replay value (did we mention the 200+ missions . . . wow), totally customizable characters, a strong story line and plenty of nonstop action. It's not a strictly traditional RPG, but it's a very well-constructed blend of styles that should satisfy RPG and adventure fans alike.

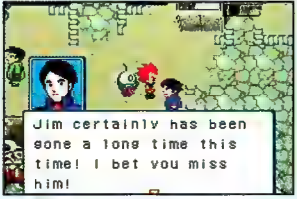
EPIC OVERVIEW

CAR BATTLER JOE

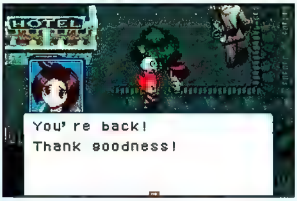
Natsume has gained a reputation for releasing quirky RPG titles that quickly gain a cult following and then fade from the public eye. Harvest Moon, Lufia and Legend of the River King are just a few of the series in Natsume's odd-duck library. Recently, Natsume released another fantastic GBA game with an unusual title—Car Battler Joe!

A PROUD TRADITION

Car battling is the most popular sport in the land of Galacia. You are Joe, a young man who yearns to be the world's best car battler. Your father, Jim Todoroki, was once the best, but he disappeared long ago. Your journey to the top of the car battling ranks takes on extra importance as you search for your long-lost dad.



Jim certainly has been gone a long time this time! I bet you miss him!



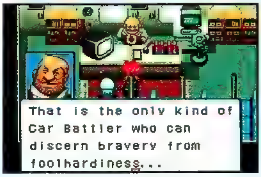
You're back!
Thank goodness!

Your mom isn't happy about your entering the rough-and-tumble world of car battling, but she knows that it's in your blood.

CHOOSE YOUR DESTINY

Car Battler Joe's plot is fairly open-ended. Once you've completed the initial setup and gotten a car in working order, you can take jobs to earn cash and fame.

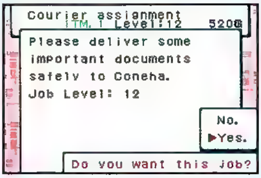
The Local Jobbery



That is the only kind of Car Battler who can discern bravery from foolhardiness...

The easiest place to find work is right next door! A scruffy man named Takah lives next to your mother, and he often posts job openings. Takah also sells a wide selection of auto parts and maintains a decent repair shop.

Special Delivery



Courier assignment
ITM. 1 Level:12 520G

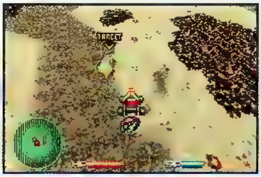
Please deliver some important documents safely to Coneha.
Job Level: 12

No.
▶Yes.

Do you want this job?

The simplest jobs are courier missions where you must pick up a package or deliver one to someone in a neighboring town. Since you can choose which missions to take on, you can do a bunch of courier missions first then move on to the harder stuff.

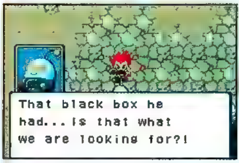
Fight for Your Rights



Sometimes a mission won't go as planned, and you'll have to fight. (The game is called Car *Battler* Joe, after all.) You'll battle using a 3-D, top-down view in which you try to run into other autos or damage them with car-mounted weapons.

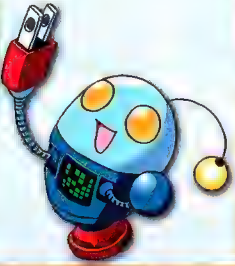
ROBOTIC OPERATING BUDDY

Your copilot and best friend is the G-COM, which is short for Gun Vehicle Control Module. (We know—there's no V in G-COM . . . it's just another Natsume oddity.) The G-COM can give you hints, help out with car repair and keep you company during long car rides.



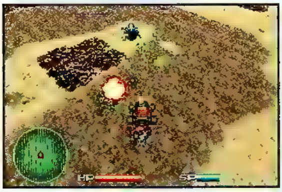
That black box he had... is that what we are looking for?!

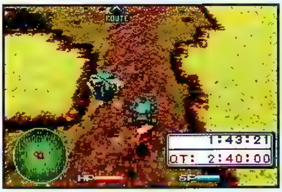
No car battler worth his salt would venture into battle without a G-COM by his side. Once you earn your robot, it will automatically follow you around when you walk.



DRIVING MISS CRAZY

Some car battles are solo affairs, but most pit you against a host of foes. After you eliminate an enemy car, check out the wreckage to see if you can salvage some parts. You can sell the parts to finance new gear for your car.

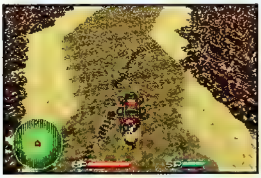




GREASE MONKEYS

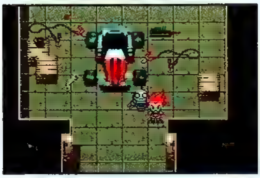
Unlike many RPGs, character development in Car Battler Joe doesn't rely on experience points. Instead, upgraded stats come in the form of more money and better parts that you can use to improve your car. As your car grows more formidable, you'll be able to tackle harder missions.

Off da Hook



Sometimes, you'll find an item in the wilderness that you just have to take home. You'll need to carry most big items on a hook mounted to the trunk of your car. You can carry only one item on the hook at a time. If you see something you want more, you can drop the old item and claim the new one.

The Need for Speed

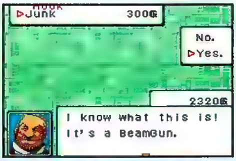


Cars have three main parts: the chassis, the engine and the body. Once you find or purchase upgraded parts for all three areas, you'll be able to build a brand-new car. Enter the garage at the side of your mom's house to tinker with your machine.

Mom's Garage

Once your mom gets over the shock of your car-battling dream, she'll be quite helpful. In addition to letting you use her garage, she'll upgrade the space if you bring her certain items. Once the garage reaches a specific size, your mom will build a traveling garage that can follow you from town to town. Now that's love!

The Junkman



HOOK
▷Junk 300G

No.
▷Yes.

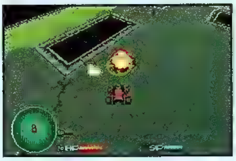
2320G

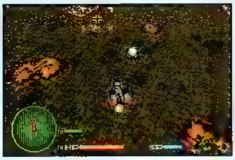
I know what this is!
It's a BeamGun.

When you find junk, take it to the local dealer. He or she can identify the mystery item and take it off your hands. Though many unknown items are valuable car parts, others are scrap.

FOUR ON THE FLOOR

If you need a break from Joe's hectic quest to become the world's best, take a friend to town in a multiplayer battle. Up to four players can compete in the Battle League, where you use your custom car and fight to the bitter end. You'll need a GBA and a Game Pak for each player.





THE BATTLE BEGINS

Car Battler Joe is a well-made, quirky RPG that will appeal to hard-core fans of the genre. The list of missions is very long, the car upgrade possibilities are vast, and the dialogue is fun and fresh. If Car Battler Joe sounds like a game for you, you may want to head out and track a copy down. As we said, Natsume games are quite popular, and they tend to sell out quickly. Do it for Jim Todoroki!

AN INTRODUCTION TO THE GIANT WORLD OF

SKIES of ARCADIA LEGENDS™

EPIC CENTER

SPECIAL REVIEW

TEEN T CONTENT RATED BY ESRB

Mild Violence
Suggestive Themes

© Overworks/Sega, 2000, 2003

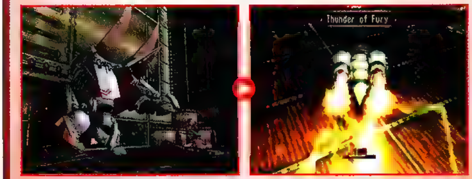
DESTINY LIES BEYOND THE HORIZON

Embark upon an epic journey in Sega's Skies of Arcadia Legends for the Nintendo GameCube. Vyse, the son of a famous Air Pirate, spent his childhood learning from his father and listening to grand tales of adventure. The time has come for him to forge his own legend in Arcadia. You'll operate under the Blue Rogue code: Live for a purpose, let nothing defeat you and always fight for your friends.

RAID A VALUAN ARMADA SHIP

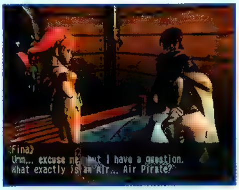
For Blue Rogues, little beats the chance to raid a Valuan Armada flagship—especially when it belongs to a Valuan admiral as pompous and corrupt as Alfonso. Battle your way through the Valuan soldier crew to reach Alfonso in the docking bay. Don't forget to raid any treasure chests you find along the way!

BATTLE ALFONSO'S WAR BEAST, ANTONIO



Alfonso is a coward who won't defend himself, so you get to fight his mechanized war beast, Antonio. Watch out for the beast's Thunder of Fury attack—it can take off about half of Vyse's or Aika's life. Have Vyse focus all his physical attacks and an occasional Cutlass Fury on Antonio while Aika heals with Sacri Crystals and uses her Pyri magic and Focuses.

Meet Fina



Fina)
Umm... excuse me, but I have a question.
What exactly is an Air... Air Pirate?

Back aboard the *Albatross*, you'll meet with the mysterious girl you saved and learn that her name is Fina. Respond to her correctly to raise your Swashbuckler Rating for the first time.

! **That's a Great Name!**

ITEMS TO COLLECT:

Items you can find in the areas covered in this review appear on lists like this one. You'll find a brief explanation of how to find some items. The first few treasure chests on the Valuan Armada flagship are simple to find.

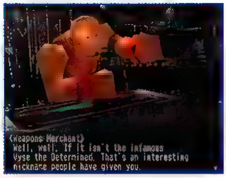
50 GOLD
MAGIC DROPLET
3 SACRI CRYSTALS

BATTLE REWARDS:

After all major battles, you will earn a material reward, which you'll find listed in a box like this one. Your reward for defeating Antonio is the Moonberry.

MOONBERRY

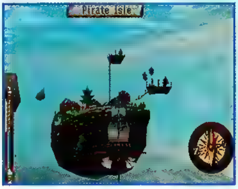
SWASHBUCKLER RATING



{Weapons Merchant}
Well, well. If it isn't the infamous
Vyse the Determined. That's an interesting
nickname people have given you.

! As an Air Pirate, Vyse has a reputation to build and uphold. To raise your Swashbuckler Rating, choose the correct response when faced with a multiple-choice question. The higher your rating is, the more prestigious your title will become. Some things lower your reputation, such as fleeing from battles. Look for the exclamation point icon shown above—the correct answer will follow.

Fly to Pirate Isle



You finally get to take your father's ship, the *Albatross*, for a spin. Use the compass and map (Y Button) to guide the crew safely to Pirate Isle.

SPIRIT POINTS, MOONBERRIES AND SUPER MOVES

Cutless Fury

Each character learns unique Super Moves by using Moonberries. Use the chart below to see which Super Moves each character can learn. The most powerful Super Moves require more Spirit Points to perform, but the results are worth it. Magic Spells also use different numbers of Spirit Points, but they require only one Magic Point to cast.

Focus for SP

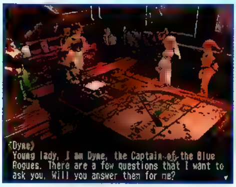
Your party will regain a certain number of Spirit Points after every turn. Have characters Focus during their turn to build up your pool of Spirit Points faster.

VYSE	AIKA	FINA	DRACHMA
CUTLASS FURY Vyse concentrates his spirit and unleashes a fury of blades upon a single enemy, causing major damage. **ALREADY AVAILABLE SP: 7**	**ALPHA STORM** Aika spins her boomerang high up in the air, summoning swirling flames to strike all enemies in a row. **MOONBERRIES: 1 SP: 4**	**LUNAR BLESSING** ☠ Fina blesses each party member with health regeneration that lasts an entire battle. **MOONBERRIES: 1 SP: 12**	**TACKLE** ☠ Drachma focuses his spirit and charges at a single enemy, causing major damage. **MOONBERRIES: 1 SP: 10**
COUNTERSTRIKE Vyse defends himself and counters all physical enemy attacks for one full round. **MOONBERRIES: 1 SP: 1**	**DELTA SHIELD** Aika creates a magic-blocking barrier around the party for one turn. It blocks allies' magic, too. **MOONBERRIES: 1 SP: 2**	**LUNAR GLYPH** Fina damages one enemy with the Silver Moon's power. There's a chance to stone the enemy temporarily. **MOONBERRIES: 1 SP: 3**	**SPIRIT CHARGE** ☠ Drachma defends himself and doubles his Spirit Point regeneration for one round of battle. **MOONBERRIES: 2 SP: 0**
RAIN OF SWORDS ☠ Vyse summons a torrent of lightning blades to rain down upon all his enemies. **MOONBERRIES: 2 SP: 14**	**LAMBDA BURST** ☠ Aika summons the power of the Red Moon to cause a volcanic earthquake that damages all enemies. **MOONBERRIES: 2 SP: 8**	**LUNAR CLEANSING** Fina cleanses all allies with Silver Moonlight. Cures all adverse effects except unconsciousness. **MOONBERRIES: 2 SP: 6**	**HAND OF FATE** Drachma unleashes a powerful attack on one enemy. There's a small chance of vanquishing the target instantly. **MOONBERRIES: 4 SP: 25**
SKULL SHIELD Vyse summons an ancient Air Pirate spirit to defend and counterattack for all allies during battle. **MOONBERRIES: 2 SP: 5**	**EPSILON MIRROR** Aika surrounds herself with a reflective barrier for one turn and replenishes 10 of her MP. **MOONBERRIES: 2 SP: 10**	**LUNAR WINDS** Cupil summons a huge storm to damage all enemies on the screen and strip them of any beneficial spells. **MOONBERRIES: 2 SP: 6**	☠ *NP PICK* Look for the red Air Pirate icon to see which Super Moves and Magic Spells are the NP Reviewers' favorites. We've marked the ones we found the most useful in tight situations, but feel free to experiment.
PIRATE'S WRATH Vyse unleashes an ancient Air Pirate's wrath on one enemy in a blaze of swords and lightning. **MOONBERRIES: 4 SP: 21**	**OMEGA PSYCLONE** Aika summons the power of the Red Moon to incinerate all the enemies on the screen. **MOONBERRIES: 4 SP: 12**	**LUNAR LIGHT** Fina fully heals the party and cleanses them of all harmful status effects, including unconsciousness. **MOONBERRIES: 4 SP: 18**	

PIRATE ISLE

Pirate Isle is disguised as a peaceful village to trick any Valuan Armada members who may happen upon the island. Vyse and Aika both call the island home, as do many of their friends and family. Beneath Pirate Isle's surface lies an elaborate Blue Rogue base with a weapon shop, an item shop, an airship dock and more. The first order of business is to meet Dyne, Vyse's father, in his office.

Questioning Fina

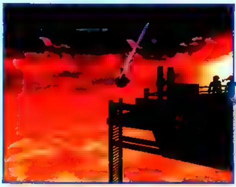


〈Dyne〉
Young lady, I am Dyne, the Captain of the Blue Rogues. There are a few questions that I want to ask you. Will you answer them for me?

Work your way to your father's office in the base's top level. Inside, Dyne will question Fina about her origin and quest. Fina will politely refuse to reveal any information, regardless of Dyne's coaxing.

Sit Quietly and Listen.

Explore Pirate Isle & Watch the Sunset



〈Dyne〉
Vyse, here... take this. It's your share of the loot from yesterday's raid.

After you speak to Dyne, he'll grant you permission to show Fina around. Visit the villagers until Aika meets back up with you. Speak to your mother, then go outside and climb the lookout post ladder. Watch the sunset together to see a Moon Stone land on Shrine Island. Before you sail to Shrine Island the next day, Dyne will give you the Purple Moon Stone. Check page 124 for more info about using Moon Stones. Stock up and head to the above-ground dock to set sail.

ITEMS TO COLLECT:

150 GOLD

Push the bookcase in your father's office. The secret entrance will lead you to a hidden treasure chest.

2 MAGIC DROPLETS
3 SACRI CRYSTALS

Two chests hidden in the village above ground hold these items.

2 SACRI CRYSTALS

Speak to your mother before you sail off to Shrine Island.

MOONBERRY

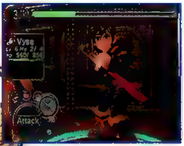
Near your house on Pirate Isle, there is a camouflaged stone door that leads below ground, to a treasure chest on a ledge.

PURPLE MOON STONE

Talk to Dyne (your father) before you set sail for Shrine Island to get the Purple Moon Stone.

MOON STONES, SPELLS & WEAPONS

Equip each character's weapon with a Moon Stone and use it in battle to earn exp. points toward the chosen Moon Stone's magic color. As you earn points, your Magic Rank will increase and you'll learn new spells. Below is a chart of the spells each character can learn for each Moon Stone color. Each character learns spells in a different order.



Moon Stone Strategy

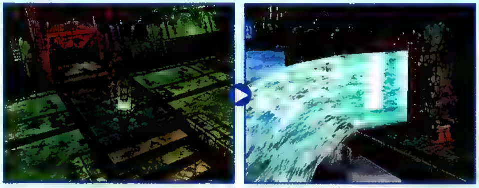
You can change each weapon's Moon Stone color in the middle of battle. Press Y before each character's attack to scroll through the available colors. Use the strategy often!

GREEN	RED	PURPLE	BLUE	YELLOW	SILVER
SACRI SP: 2 Restores 500 HP to one ally and can be used in or out of battle.	**PYRI** SP: 2 Damages all enemies on the screen with a burst of scorching flames.	**CRYSTALI** SP: 1 Freezes one enemy. A powerful spell for little Spirit Point use.	**WEVLI** SP: 2 Envelopes one enemy in a whirlwind of air and water, damaging it and any nearby enemies.	**ELECTRI** SP: 2 Shoots a small lightning bolt at an enemy, damaging it and any enemies in the way.	**CURIA** SP: 2 Cures any adverse effects (except for unconsciousness) for one ally.
SACRES SP: 4 Restores 1,000 HP to one ally and can be used in or out of battle.	**PYRES** SP: 4 Damages all enemies on the screen with an explosive blast of fire.	**CRYSTALES** SP: 2 Impales one enemy with a large icicle, causing great damage.	**WEVLES** SP: 4 Creates a massive tornado around one enemy, damaging it and any nearby enemies.	**ELECTRES** SP: 4 Shoots a lightning bolt straight through a line of enemies, causing major damage.	**RISAN** SP: 4 Revives an unconscious ally and restores 50% of that ally's HP. It has a 50% chance of working.
SACRUM SP: 8 Restores 1,000 HP to all allies and can be used in or out of battle.	**PYRUM** SP: 6 Fireballs shoot down from the sky and damage all enemies on the screen.	**CRYSTALUM** SP: 3 Traps one enemy in a frigid column of ice, causing damage.	**WEVLUM** SP: 6 Creates torrential winds and rain around one enemy, damaging it and any nearby enemies.	**ELECTRUM** SP: 6 Sends a massive lightning bolt straight through a wide line of enemies.	**RISELEM** SP: 8 Revives an unconscious ally and restores that ally to full health.
SACRULEN SP: 6 Fully restores all HP to one ally and can be used in or out of battle.	**PYRULEN** SP: 10 Damages all enemies on the screen with a maelstrom of fire.	**CRYSTALEN** SP: 4 Impales one enemy with sharp pillars of ice, causing major damage.	**WEVLEN** SP: 8 Creates a tornado cluster around one enemy, damaging it and any nearby enemies.	**ELECTRULEN** SP: 8 Damages all enemies in a straight line with a powerful lightning storm.	**ETERNI** SP: 5 Vanquishes one enemy instantly. May not work on some powerful monsters like bosses.
NOXI SP: 3 Damages and poisons one enemy. Best if used at the opening of lengthy battles.	**INCREM** SP: 4 Increases one ally's attack power and defense by 25%.	**SYLENIS** SP: 2 Silences one enemy, rendering the foe unable to use any magic.	**QUIKA** SP: 6 Doubles all allies' speed in battle. The party attacks and flees from battle faster.	**DRILN** SP: 3 Weakens one enemy by lowering all attributes by 25%.	**ETERNES** SP: 10 Vanquishes all enemies instantly. May not work on some powerful monsters like bosses.
NOXUS SP: 6 Damages and poisons all enemies. Best if used at the opening of lengthy battles.	**INCREMUS** SP: 16 Increases all allies' attack power and defense by 25%.	**PANIKA** SP: 3 Confuses one enemy. Confused creatures attack the one nearest to them—friend or foe.	**SLIPARA** SP: 6 Lulls all enemies into a deep sleep. Enemies remain asleep until struck.	**DRILNOS** SP: 6 Weakens all enemies by lowering all attributes by 25%.	**ETERNUM** SP: 15 Vanquishes one enemy instantly and damages enemies too powerful for the spell.

SHRINE ISLAND

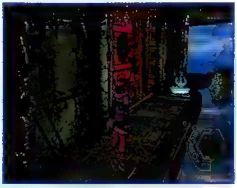
Vyse and Aika dock at Shrine Island and notice a hole in the shrine's side where the Moon Stone crashed through. Water is rushing into the shrine from the surrounding spring, and the Moon Stone is deep beneath the water's surface. You'll need to drain the shrine to reach the Moon Stone. Level 6 recommended.

Activate the Crystals



Fight through the shrine's interior and exit through the red door. Activate the crystal outside to lower the island. Backtrack to the original entrance, which will lead to the shrine's lower area. Enter and follow the path down to a door that acts as a floodgate. Drain the water, then go back inside the shrine and follow the path outside again.

The Final Floodgate



Follow the path around the shrine's outside wall until you find a door with a save point next to it. Save your game and open the door to release the remaining water from inside the shrine.

ITEMS TO COLLECT:

2 SACRI CRYSTALS

Look for a treasure chest to the right of the crystal that is above the shrine entrance.

MOONBERRY

After you open the first floodgate, take a left inside the shrine to find a treasure chest.

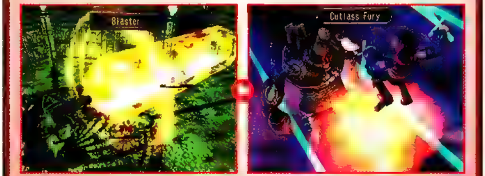
2 SACRES CRYSTALS

Look for a treasure chest before the door that leads outside to the last floodgate.

BATTLE REWARDS:

MOONBERRY
RAW MOON STONE
Defeat the Shrine Sentinel.

BATTLE THE SHRINE SENTINEL



At the bottom of the shrine lies an ancient guardian, the Sentinel. Use Vyse's Cutlass Fury Super Move and have Aika Focus and heal. Watch out for the Sentinel's Blaster attack—it does large amounts of damage to anyone in the blast's path. Defeat the Shrine Sentinel to collect the Raw Moon Stone.

Valua Strikes Pirate Isle

On their way back to Pirate Isle, Vyse and Aika see the looming shadows of the Valuan Armada fleet headed straight for their home. Alarmed and worried by their sworn enemy's sudden appearance, the pair hurries back to Pirate Isle.

RETURN HOME, TO PIRATE ISLE

Vyse and Aika return to Pirate Isle to find their home reduced to rubble. Fina has been kidnapped by Lord Glacian, and all the men have been imprisoned. The women and children have retreated below ground for safety.

Vyse's Mother)
They were taken prisoner by [illegible] Armada and taken to Valua.

What Happened?

Go underground to Dyne's office and talk to your mother. Your father, along with his crew and Fina, have been taken to Valua as Lord Glacian's prisoners. Return to the dock above ground and board your ship. It's time for a rescue mission!

❗ **Try to Save Everyone!**

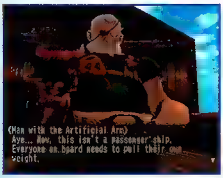
❗ **Sure, I Promise.**

ITEM TO COLLECT:

BLUE MOON STONE

When Drachma joins your party, he permits you to use his Blue Moon Stone.

DRACHMA JOINS YOUR PARTY

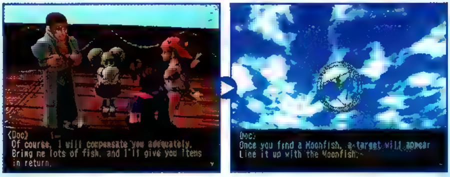


(Man with the Artificial Arm)
Aye... Now, this isn't a passenger ship. Everyone on board needs to pull their own weight.

Vyse and Aika bravely set sail northward, only to run into a mysterious fog and strong winds. Suddenly, a monstrous arcwhale appears and tears their ship to pieces. Luckily the pair wakes up aboard another ship, the *Little Jack*, where they meet Drachma, its burly captain. Drachma makes you work for him and eventually (though reluctantly) agrees to give Vyse and Aika a lift to Sailor's Island.

❗ **Retreat!**

DOC & MARIA: A QUEST FOR MOONFISH



(Doc)
Of course, I will compensate you adequately. Bring me lots of fish, and I'll give you items in return.

Doc:
Once you find a Moonfish, a target will appear
Line it up with the Moonfish.

Sail north and look for a rock formation with a tunnel through the bottom of it. Beyond the tunnel lies Sailor's Island—a hotspot for sailors. Near Sailor's Island you'll encounter Doc's boat. Doc will give Vyse a Moon Lens, which will help you locate Moonfish. Give Moonfish to Doc—he'll feed them to Maria's bird. The bird spits out a rare item for each Moonfish you feed it.

SAILOR'S ISLAND

Once you dock at Sailor's Island, Drachma wants to part ways with you. It'll take some serious persuasion to convince him to help you out a bit more. Sailor's Island has all the comforts a sailor needs, including item shops and weapon shops. Be sure to stop by the inn, the sailor's guild and the ship parts merchant, too.

Talk to the Ship Parts Merchant

Ship Parts Merchant)
He says that the Ship Parts Merchant in Valua has started selling a cannon they call the "Harpoon Cannon."

(Drachma)
Are you trying to bargain with me, [illegible]

The ship parts merchant in Sailor's Island won't have anything to sell you at the moment, but he will give you some valuable information about the Harpoon Cannon, which is exactly what Drachma needs to defeat Rhaknam. Go to Polly's Place, find Drachma and tell him about the Harpoon Cannon. He'll reluctantly agree to give you a lift to Valua, where he can get the Harpoon Cannon.

❗ **Beat around the Bush.**

Stay at the Inn

Spend the night at the inn to restore your magic and health. At inns and some sailor's guilds, keep an eye out for mysterious merchants selling rare items. Build up your characters around Sailor's Island before sailing to Nasr.

ITEMS TO COLLECT:

3 REPAIR KITS

In a chest next to the sailor's guild.

200 GOLD
MOONFISH

Collect both on the second floor of the inn. The gold is inside.

MOONFISH

Flying above Polly's Place.

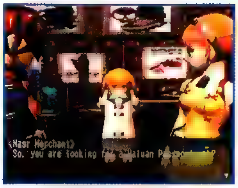
MESSAGE IN A BOTTLE

At the top of the lighthouse.

BATTLE REWARDS:

CAPTAIN'S STRIPE
MOONFISH
VALUAN PASSPORT

Defeat the *Blackbeard* and escort the Nasr merchant back home.

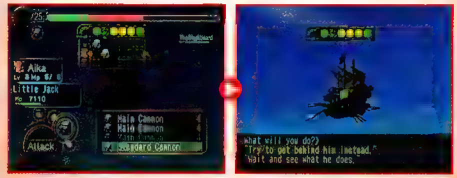

<Nasr Merchant>
So, you are looking for a Valuan Passport?

A Valuan Passport

Getting into Valua is no small feat. You'll need a Valuan Passport to enter the tightly secured Valuan capital. The sailor's guild master refuses to do it, but a Nasr merchant overhears the conversation and offers his passport to you in return for an escort to Nasr.

We Accept Your Offer!

THE BLACKBEARD: *YOUR FIRST SHIP BATTLE*



What will you do?)
"Try to get behind him instead."
"Wait and see what he does."

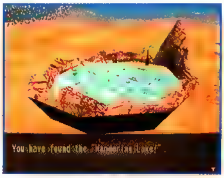
To reach Nasr you'll need to sail northeast of Sailor's Island. On your way to Nasr, you'll encounter your first ship battle, as well as the first Black Pirate on the sailor's guild Wanted List. The battle serves as a tutorial for ship battles. Attack on green turns, defend and heal on yellow and red turns. When the *Blackbeard* tries to get behind you, get behind it to regain the upper hand. Remember that you can use certain magic spells.

THE SAILOR'S GUILD

WANTED LIST

The sailor's guild is the center for information about some of the new side quests. The Wanted List is one of the more interesting side quests that you can participate in. As you progress through the game, the Wanted List will grow, offering new outlaws to track down and defeat. When you defeat someone on the Wanted List, collect your bounty at the sailor's guild. Vyse may even appear on a certain bounty huntress's Wanted List someday . . .

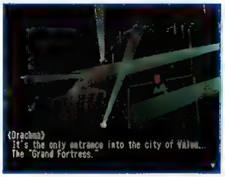
WORLD DISCOVERIES

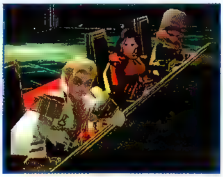

You have found the "Wandering Lake!"

Another side quest is the search for World Discoveries. Purchase information at the sailor's guild, or try to find them on your own. Watch for your compass to spin, then press A to search the area. When you find a World Discovery, take the information to the sailor's guild to get credit for finding it. You'll have to be quick or others will find the World Discoveries before you.

VALUA: THE GRAND FORTRESS

Sail through the South Dannel Strait and drop off the Nasr merchant to receive the Valuan Passport. Sail back to Sailor's Island to collect your bounty for Baltor the Black Bearded. Rest up at the inn and upgrade your goods at the shops. Leave Sailor's Island and sail north to Valua. Hand over your Valuan Passport to the patrol ship to pass through the armored gate.


{Drachma}
It's the only entrance into the city of Valua...
The "Grand Fortress."



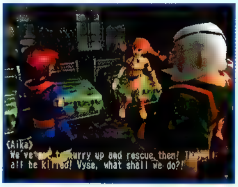
Meet Valua's Admirals

Upon entering Valua, you'll see the towering Grand Fortress, which is the only entrance into the Valuan capital. A cut scene will introduce the Admirals of the Valuan Armada and explain their plan to search for the six Moon Crystals.

VALUA'S LOWER CITY

The capital of Valua is split into two areas—Upper City and Lower City. Vyse, Aika and Drachma first enter Lower City—the dark, impoverished part of the capital. Drachma will leave to work on getting a Harpoon Cannon as soon as you land. Stock up at the weapon shop and item shop, then walk around the city until you find a transport that leads to another section of Lower City.

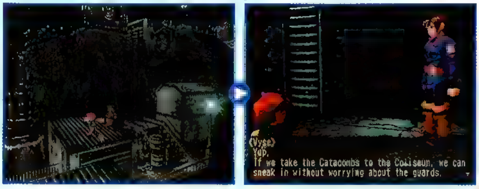
Stay at the Inn


(Aika)
We've [illegible] hurry up and rescue them! [illegible] all be killed! Vyse, what shall we do?!

Choose to stay at the inn when you reach the second part of Lower City. Drachma will meet up with you and inform you about an Air Pirate execution planned to occur in the coliseum the next day.

Let's Sneak into the Coliseum!

Chase Marco over the Rooftops of Lower City


(Vyse)
Yup.
If we take the Catacombs to the Coliseum, we can sneak in without worrying about the guards.

As Vyse, Aika and Drachma discuss their rescue plan for the following day, they'll notice someone spying on them from above. Chase down the spy by jumping from rooftop to rooftop. When you catch the spy, you'll find out that it's Marco—the kid you spoke to earlier. Marco will tell you about the catacombs beneath the city. You'll use the catacombs to reach the coliseum the next morning and put a stop to the execution.

ITEMS TO COLLECT:

2 SACRES CRYSTALS

In Lower City's first section, open a treasure chest at the end of a small tunnel.

MOONBERRY

In Lower City's second section, look for a pathway behind some oil drums—it will lead to a house with a treasure chest inside.

THE CATACOMBS

The catacombs beneath Valua have turned into a monster-infested sewer system where few dare to travel. Vyse, Aika and Drachma must travel through the catacombs to reach the coliseum before their friends and family are executed. The catacombs are a great place to level up your party. Try to get Vyse and Aika up to Level 10 and arrange your Moon Stones to learn powerful spells like Sacres and Pyres.

BATTLE BLEIGOCK

Poisonous Bile

When you walk up the stairs from the save point you'll run into Bleigock. Bleigock is Green Moon innate, so use the Purple Moon Stone on your weapons to counter. Have Vyse use Cutlass Fury, Drachma use Tackle, and Aika Focus and heal. Watch out for Bleigock's Frost Breath and powerful Poisonous Bile. Once you've defeated Bleigock, save your game and climb up the ladder.

ITEMS TO COLLECT:

A few detours off the catacombs' main path lead to treasure chests. Be sure to equip the Assassin Blade and Heavy Armor when you find them.

PYRI BOX
3 CURIA CRYSTALS
ASSASSIN BLADE
HEAVY ARMOR

BATTLE REWARD:

VIDAL SEED

Defeat Bleigock for the Vidal Seed.

THE COLISEUM

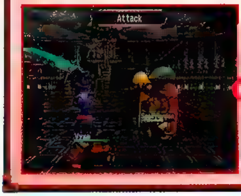
Vyse exits the catacombs only to appear in the center of the coliseum, where Dyne and company are seconds away from being executed. Rescue everyone, then battle The Executioner and his guards.

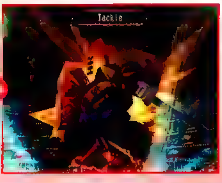
BATTLE REWARDS:

ELECTRI BOX
SACRES CRYSTAL

Defeat The Executioner for both items.

BATTLE THE EXECUTIONER





The Executioner is flanked by two Spell Wardens who assist him. All three are Yellow Moon innate, so counter with the Blue Moon Stone. Defeat the Spell Wardens first so they won't cast any helpful spells on the Executioner. Use Super Moves such as Cutlass Fury and Tackle for big hits. Watch out for his Tackle and Sonic Wave attacks.

ESCAPE INTO THE CATACOMBS

Blue Rogues are no cowards, but they know when it's time to retreat. Escape into the catacombs. Marco will show you a secret passage where the other Blue Rogues are hiding. Talk to your father to find out that Fina has been taken to the imperial palace. Drachma leaves your party and takes the freed Blue Rogues to the *Little Jack*. It's time to save Fina, but it'll be no simple task breaching Valua's security.

! We Have to Go Save Fina!

ITEMS TO COLLECT:

4 MAGIC DROPLETS
4 SACRI CRYSTALS
YELLOW MOON STONE

Rendezvous with the Blue Rogues.

VALUA'S UPPER CITY

Valua's Upper City shines with wealth and culture unimaginable to those in Lower City. There is little of interest to Vyse and friends there, as the citizens are more concerned with their social stature than anything else. When you reach the bridge in the center of town, you'll see Fina being forced onto a rail car en route to the imperial palace. Jump on before it's too late!

BATTLE REWARDS:

10 MAGIC DROPLETS

Defeat the Royal Guards.

BATTLE THE ROYAL GUARDS

Counter Stance

Lord Glacian is aware of your presence on the rail car and is quickly advancing. If you keep running toward the front of the rail cars, you'll fall into the car that holds Fina. Battle the two Royal Guards, focusing your attacks on one at a time. Both guards are Yellow Moon innate and will use Counter Stances to counterstrike and boost defense.

Drachma to the Rescue!

After you've defeated the two Royal Guards and are about to make your escape with Fina, Lord Glacian will enter the rail car. Luckily, Drachma and the *Little Jack* will come to save you. Drachma will cut the rail car in half, giving you time to make a narrow escape.

! Never!

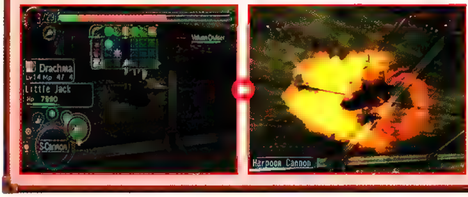
THE VALUAN GRAND FORTRESS

Your only chance to escape Valua is by exiting through the Grand Fortress. As the *Little Jack* approaches the Grand Fortress, the gate will start to close and Valuan Cruisers will attempt to block you in. Dispose of the Valuan Cruiser before you're trapped!

BATTLE REWARD:

REPAIR KIT
Defeat the Valuan Cruiser.

BATTLE A VALUAN CRUISER



Only one Valuan Cruiser stands in your way. It's time to test your new Harpoon Cannon, and what a fitting guinea pig. Guard and Focus to raise your Spirit Points. When a turn that allows you to use the Harpoon Cannon comes around, fire it to eliminate the Valuan Cruiser with one shot.

REGROUP AT PIRATE ISLE

Return to Pirate Isle. Fina will finally tell you about herself and the mission she's on. Fina has been instructed to recover six ancient Moon Crystals before Valua finds them and uses them to dominate the world. If you agree to help Fina find the Moon Crystals, she'll join your party.

Leave Everything to Us!

MEET CUPIL

(Fina)
It's from my homeland... It can change its shape... And it's usually shaped like a bracelet around my arm.

Once you agree to help Fina, she'll introduce you to Cupil. Cupil has been Fina's companion since she was a child. Cupil can change shapes—and Fina can use Cupil as a weapon in battle. You can upgrade Cupil by feeding it Chams. The more Chams you feed Cupil, the stronger a weapon it will be.

ITEMS TO COLLECT:

MOONFISH
Go to the village dock.

CHAM
It's on the bridge when you enter the underground base.

SILVER MOON STONE
Receive it when Fina joins your party.

THE SIX MOON STONE COLORS

Once you possess all of the Moon Stones, start thinking about assigning the best Moon Stones for each battle. Check the game's artwork border for each enemy, then check this chart before deciding what color to assign your weapon. Take advantage of innate weaknesses.

COLOR	AFFILIATED WITH	WEAK AGAINST	STRONG AGAINST
GREEN	NATURE & LIFE	PURPLE, YELLOW	RED
RED	FIRE	PURPLE, BLUE	PURPLE
PURPLE	ICE	RED, BLUE	GREEN, RED
BLUE	WIND & WATER	RED	PURPLE, YELLOW
YELLOW	LIGHTNING	SILVER, BLUE	SILVER, GREEN
SILVER	LIFE & DEATH	YELLOW	YELLOW

RETURN TO SAILOR'S ISLAND

You've delved into your quest, and it's time to get Fina some experience and upgrade the *Little Jack*. Fight some battles and make a trip back to Sailor's Island. The ship parts merchant has gotten some new equipment in stock for the *Little Jack*, and the sailor's guild has a mysterious Black Spot for Vyse.

ITEMS TO COLLECT:

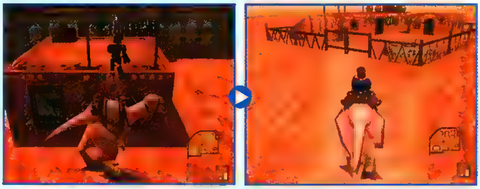
CHAM
At the top of the lighthouse.

BLACK SPOT
At the sailor's guild.

MARAMBA

The *Little Jack* can fly through stone reefs when equipped with the Harpoon Cannon. Sail east from Sailor's Island to reach the Nasr Kingdom, then sail south through the stone reef to reach Maramba. Drachma will leave you stranded in Maramba as he runs off to search for Rhaknam. Talk to the Maramba citizens to gather information about the Red Moon Crystal and its location. You'll also need to find a new ship.

The Useful Dhabu



Maramba is separated into three areas. The docking area has a sailor's guild, and through the large doors is the main part of town. A person in the corner of Maramba's main area will let you ride a Dhabu for free. Only a Dhabu can withstand the scorching sand. Ride the Dhabu to access rooftops, then head out the gate and ride to the farthest section of Maramba.

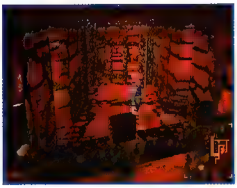
ITEMS TO COLLECT:

MOONFISH
Next to a docked Nasr ship.

CHAM
3 MAGIC DROPLETS
On the second floor of the inn.

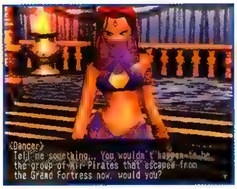
NASR COMBAT MAIL
SLIPARA BOX
MOONFISH
300 GOLD
Ride a Dhabu to reach the rooftops where treasure chests lie.

MOONBERRY
EXCAVATION ARM
GEM OF FLUIDITY
In the old sewer system.



The Empty Well

The weapon merchant in the main part of Maramba tells you about treasure his father hid in the sewer system. From that part of Maramba, you can enter the sewers through an empty well. Underground, hit switches to open and close gateways. It may take a few tries to figure out which switches to hit so you can collect all of the treasure. When you're finished, go to the tavern.



<Dancer>
Tell me something... You wouldn't happen to be the group of Air Pirates that escaped from the Grand Fortress now, would you?

Meet Bellena

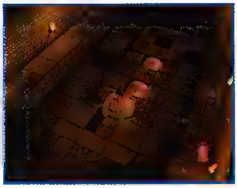
Visit the tavern and watch the dancer, Bellena. She'll sit down with you and eventually offer to give you a lift to the Temple of Pyrynn the next day. Spend the night at the inn after speaking with Bellena. Stock up on supplies the next morning and meet Bellena at the dock.

He He... OK, I'll Stop Staring!

We'll Do It!

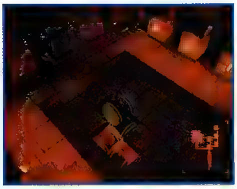
THE LOST TEMPLE OF PYRYNN

An ancient pyramid temple lies in the desert northeast of Maramba. The Temple of Pyrynn is where the Red Moon Stone is rumored to be held. Bellena will offer to let you borrow her ship for the journey and although her intentions are questionable, you have little choice in the matter. Level 14 recommended for the temple.



Magma Tikis and Barrels

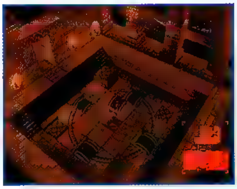
When you discover a casket, you'll have to defeat three Magma Tikis to collect the treasure inside. Magma Tikis are Red Moon innate, so use Purple or Blue Moon Stones to counter. You'll also run into barrels that you must move. For the first barrel puzzle, move the left and right barrels into their correct slots, then move the middle one to unlock a door.



Lower the Floor

To progress deeper into the Temple of Pyrynn, you'll need to lower the floor by completing several barrel puzzles. For the second barrel puzzle, move the red barrels first, then the blue ones. You'll reveal a door when you complete the puzzle. Exit the room to reset the barrels if you make a mistake.

The Final Barrel Puzzle



Travel into the temple's depths to find the final barrel puzzle. Move the middle-right blue barrel, then the one below it. Next move the top-left blue barrel, the lower-middle blue barrel, and finally the red one. After the lava level rises, hit the switch to solidify it with water.

BATTLE ZIVILYN BANE

In the final room, follow the path to the right. Near a casket you will have to fight Zivilyn Bane—a mysterious treasure hunter. Zivilyn Bane, like everything else in the temple, is Red Moon innate. You'll encounter Zivilyn Bane many times throughout your journey. He uses a very powerful Burst attack. Use Purple Moon magic and physical attacks to defeat him.

BATTLE THE RED GIGAS: RECUMEN

<Belleza>
......!?
Where did they go?!
Vice Captain! What's going on?!

Belleza will foolishly awaken the Red Gigas, Recumen. Drachma will pick you up in the *Little Jack*, but you won't be able to escape or defeat the Red Gigas. Use the Harpoon Cannon when harpoon icons appear, and deflect Recumen's attacks. Retreat, then attack Belleza's ship. Try to get behind her and fly above her to gain an edge and the chance to use your Harpoon Cannon.

You Mean, Attack Belleza's Ship, Right?

BATTLE ROKWYRM

Volcanic Blast

The molten creature, Rokwyrm, guards the Red Moon Crystal. Cast Fina's Lunar Blessing early in the battle. Rokwyrm casts various fire spells including Cinder Storm, which can turn the target into stone. Defeat Rokwyrm and cross its body to collect the Red Moon Crystal. Exit through the secret passage. If you show Bellena the Red Moon Crystal, she'll reveal her true identity, Belleza.

ITEMS TO COLLECT:

MOONFISH

It's in the first large room with the elevated walkways.

CHAM

Look in second hallway with the rolling boulder.

MOONFISH

It's near the save spot before the door to Rokwyrm's lair.

BATTLE REWARDS:

527 GOLD
ANCIENT ROBE
3 SACRES CRYSTALS
DANCING ARC
774 GOLD
MOONBERRY
5 MAGIC DROPLETS

Defeat the Magma Tikis that attack when you open caskets.

RUNE OF ILL OMEN

Defeat Zivilyn Bane.

RISELEM BOX
RED MOON CRYSTAL

Defeat Rokwyrm.

CAPTAIN'S STRIPE
MAGIC CANNON
3" BLASTER

Defeat Belleza's ship, the Lynx.

LIVE THE LEGEND

You've recovered the Red Moon Crystal, but you still have five more to find—all the while, Valua is closing in. Your next challenge is to brave the South Ocean's harsh winds. With at least 80 hours of game play, you've only scratched the surface of this massive RPG. Keep an eye out for more coverage in Epic Center.

Take on the cut-throat Yakuza mafia as a top-level cop or spy in **40 INSANE MISSIONS** —double the number of the original hit.

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Screenshots taken from PlayStation®2 computer entertainment system gameplay.

ORIGINAL HIT AVAILABLE ON **XBOX™ VIDEO GAME SYSTEM**

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MORE MISSIONS
MORE MAYHEM
MORE WRECKLESS.
WRECKLESS
The Yakuza Missions™
TEEN
T
CONTENT RATED BY
ESRB
Violence
"...smash into pretty much anything you see...get that euphoric feeling that comes rarely in life."
— PSM, October '02

Yu-Gi-Oh! Dungeon Dice Monsters

EVERYONE E Mild Violence

CONTENT RATED BY ESRB

©1996 Kazuki Takahashi, ©2002 Konami Corporation

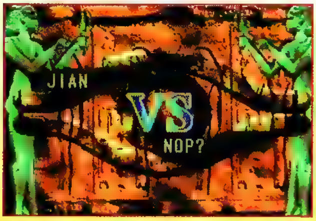
Magic-slinging Yugi makes conjuring the perfect monster for every battle look easy. But his latest game to roll onto the GBA reveals that it's much more than dumb luck!

In Konami's second Yu-Gi-Oh! game—a GBA version of the board game—you must score three hits against your dueling opponent, who awaits you across an empty expanse. You'll collect and deploy dozens of magical dice to conjure monsters that will help you defeat your foe, whether you're battling through the single-player championships or facing off in a multiplayer arena. With a firm grasp of the game's complex setup plus some advanced tips, you'll be brandishing handfuls of awe-inspiring dice in no time.

Dueling Superfans

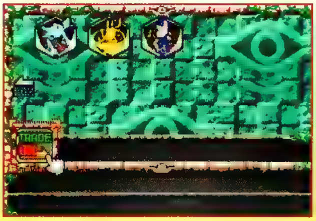
Fans of the Yu-Gi-Oh! series are rabid for game spin-offs of their favorite show. Millions of gamers wish they could deal damage like Yugi does, and Yu-Gi-Oh!: Dungeon Dice Monsters gives them what they're looking for—head-to-head multiplayer action. Two players, each with a Game Pak, can connect with a Link Cable and unleash their worst upon one another.

Battle of the Millennium



You'll toughen up in the single-player battles, but the Link Duel allows you to fight possibly your most challenging foe ever—a player who might be even more obsessed about Yu-Gi-Oh! than you are!

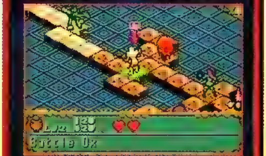
Trade toward Total Power



You can win only bragging rights—not dice—in the Link Duel, but you can get dice from other players in Trade Mode. Trading simplifies the search for dozens of rare dice.

15 Expert Tips

#1: Humans Are Evil!

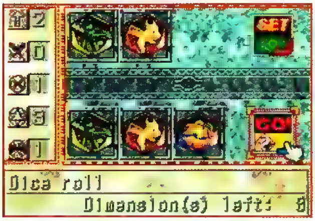


Human players will use monsters' special powers more creatively than a CPU-controlled foe will. Anticipate what your adversary will do by studying every new monster that he or she summons.

Basic Strategy to Roll With

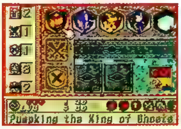
You'll head into a duel with 15 dice in your Dice Pool. At the beginning of each turn, you'll select three dice and throw them in the hopes of rolling the Summon Crest matches that will let you conjure a monster. If you fail to summon a monster, you'll still earn other crests that you must use to manipulate your monsters. Decide what results you want, then choose your dice carefully.

Let the CPU Figure Odds



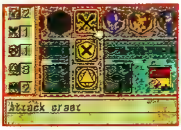
To have the best chance of getting what you want, pick through your dice to set up the best odds. Or do it the easy way—choose two specific things you hope for and have the CPU select your dice.

Conjuring Monsters



If you use the auto-select process to improve your odds of getting specific monsters onto the field but don't like the dice that the CPU chooses, you can change specific dice manually.

Saving Crests



If you have monsters on the field but don't have non-Summon Crests, specify which crests you need, then use the auto-select feature. The CPU will determine which dice you need to roll.

Riding Crests to Victory

Using summoned monsters, you must score three hits against your opponent, who stands as a Die Master (DM) on the opposite side of a board. When you conjure a monster using Summon Crests, you'll unfurl the monster's six-sided die to form a six-tiled dungeon piece on the board. It holds the monster. Using the other five dice crests, you'll direct your monsters on the field.

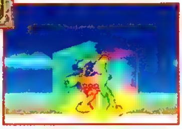
Summon Crest

Each die contains a monster rated Level 1 through 4. If your dice roll comes up with two or three Summon Crests of the same monster level, you can conjure one of the monsters contained in the dice that match.

Movement Crest

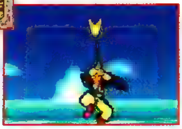
For every Movement Crest you spend, you can move a monster across a dungeon tile. You can't reach your foe or your foe's monsters without them, so roll dice that improve your odds of getting Movement Crests often.

Defense Crest



Every time your monster is attacked, you'll need to spend a Defense Crest. If you don't, your creature will take the full damage from the attack. Never be caught without Defense Crests.

Attack Crest



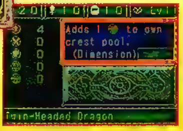
You must spend an Attack Crest each time you attack a monster or your opponent. Make sure you roll dice that will add Attack Crests to your pool, or you'll be powerless to act.

Magic Crest

Karbonala Warrior

Many monsters have magical powers that you can activate when you spend Magic Crests. If you're playing with such special monsters, roll dice that add Magic Crests to your pool.

Trap Crest



Adds 1 ● to own crest pool. (Dimension)

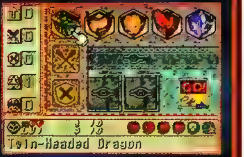
Some monsters activate traps on the board, but they must spend Trap Crests to do so. If you have such creatures on the dungeon board, include in your rolls dice that have Trap Crests on their faces.

#2: Start by Shielding

GO
Dice roll
Dimension(s) left: 10

The first monster you summon should be able to defend your Die Master, just in case your opponent gets lucky with an aggressive strategy. Select monster dice that have strong defenses.

#3: Expand Rapidly



Level-1 dice have four Summon Crests; Level-4 dice have only one. You'll have a much higher chance of matching Level-1 dice, so use them to seize territory quickly during the first few turns.

#4: Mind the Crest Pool

Level-1 dice have only two non-Summon Crests; Level-4 dice have five. Chances of summoning a Level-4 monster are slim, but you'll rake in Movement, Defense, Attack, Magic and Trap Crests.

#5: Keep It Moving

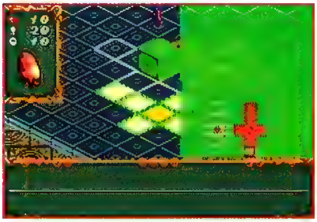
GO
Dice roll
Dimension(s) left:

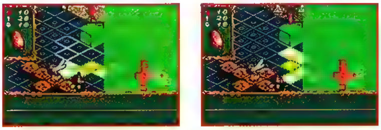
Select dice that help you stockpile Movement Crests quickly. By spending many at once, you can cross the board in one fell swoop for a surprise attack against your foe's Die Master.

The Next Dimension

When you summon a monster, you'll need to decide where to place its dungeon piece, called a Dimension. You can attach it only to your own dungeon tiles, not your opponent's. Your monsters can tread through your foe's dungeon and vice versa—build toward your foe's Die Master, but design paths that make it hard for enemy monsters to reach your Die Master.

Build the Dungeon Piece by Piece





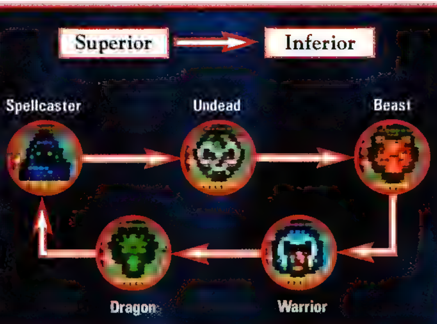
A six-sided monster die can unfold into one of 10 Tetris-like shapes. Each one has advantages, such as where your monster will first appear within the shape. You can rotate shapes to maximize their defensive or aggressive potential as you expand your dungeon design.

Monster Pecking Order

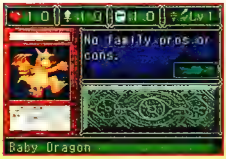
Each monster falls into one of five types. When choosing which 15 dice to take into battle, use a strategy that emphasizes types. For example, take lots of Undead types into battle if you have Snake Hair, a monster that raises the defensive power of all Undead in play. Don't rely on any one type too much, however, because every monster type has a special place in a power hierarchy.

Monster-Type Hierarchy

Every monster type is superior to one other type. When a monster attacks its inferior, the attacker will get a 10-point bonus to its Attack attribute. Each type is also inferior to a type. When a monster attacks its superior, the defender will get a 10-point bonus to its Defense attribute. When selecting your 15 dice, diversify the types you're using or else your strategy may prove vulnerable to your foe's monster types.



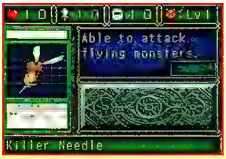
Flight



No family pros or cons.

Some monsters can fly. They can soar over monsters that block dungeon paths, though they must spend twice as many Movement Crests. Flying monsters are weak to the Flying Attack.

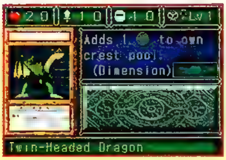
Flying Attack



Able to attack flying monsters.

Monsters that have the Flying Attack power can block flying creatures and take them on in battle. Never head into a duel without adding a monster with Flying Attack to your 15 dice.

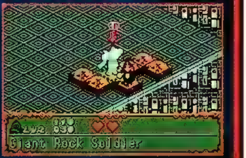
Tunnel

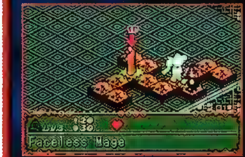


Adds 1 to own crest pool. (Dimension)

Monsters that have the Tunnel power can burrow under all creatures in their path. Always keep a monster positioned on exposed sides of your DM to defend against tunnelers.

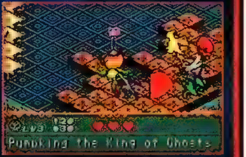
#6: Lay the Foundation

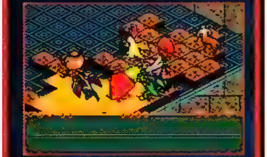




Your first Dimension must touch your Die Master. Select and turn a shape that puts a minimum-access tile directly in front of your DM. Place a highly defensive monster in front of your DM.

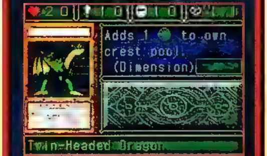
#7: Brace for Impact





When facing a strong opponent, take a defensive stance. Cluster your resources around your DM, then strike the opposing DM with a long-distance attack when your foe's dungeon touches yours.

#8: Watch and Learn



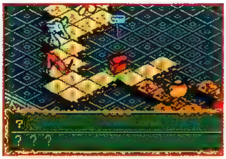
Adds 1 to own crest pool. (Dimension)

Examine the attributes and abilities of an opponent's monster after it appears on the board. Knowing its strengths and weaknesses will help you anticipate its moves.

Monster Melee

When two monsters stand on adjacent tiles, the player whose turn it is can use an Attack Crest and send his or her monster into battle. The defending player can have his or her monster fight by using a Defense Crest. You can predict the battle's outcome by considering the monsters' attributes.

No Bridge, No Battle

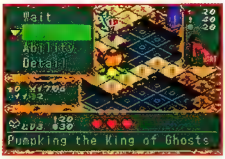


Players can attack only when their monsters are standing on the tile directly next to their target. Early on, focus on connecting to your foe's dungeon in a way that will give your monsters the upper claw.

Before You Attack

Attack only when you know you'll win. Calculate how much damage you'll do to a monster by subtracting its Defense from your monster's Attack. The number that remains will be subtracted from its HP.

When to Defend



If your monster is attacked, choose to defend only if you think you can survive the battle. If it's a useless fight, sacrifice your monster—don't waste a Defense Crest.

Quest for Absolute Power

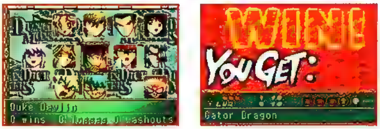
When you first play Dungeon Dice Monsters, you'll get a starter kit of 15 magical dice. There are dozens more, which you can earn many ways. Much of the game's strategy comes down to which dice you take into a duel. Every time you get a new die, think about how it could enhance (or detract from) the power of every other die you possess.

To the Victor Go the Spoils

WIN!
You Get:
Koumori Dragon

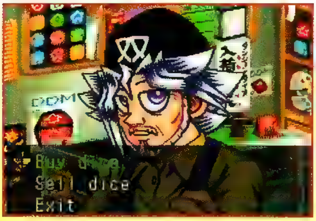
Every time you win a battle in the many single-player tournaments, you'll get one of your opponent's magical dice as a prize. If you win the whole tourney, you'll also win a cash prize.

Focus on Free Duels for Rare Dice



After you defeat an opponent in a tournament, you can face him or her in a single-player Free Duel at any time. If you know that an opponent tends to play with dice that you're looking for, target him or her in a Free Duel. You might win a coveted die.

Save Up for Grandpa's Store



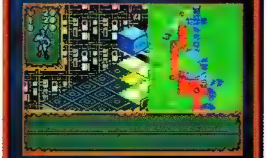
Yugi's granddad runs a store where you can buy and sell dice. When you first play the game, he'll sell only a few kinds of dice. After you beat a tournament for the first time, he'll have many more.

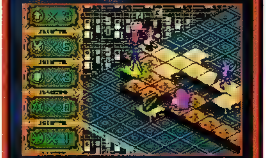
Out with the Old, In with the New

Trade dice?
Yes
No

When you trade with friends, you don't need to swap an equal number of dice. You can even swap a single die for up to 15 of your trading partner's dice. Look closely at what the other player is offering before you approve the deal.

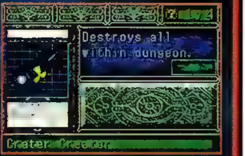
#9: Sidestep the Titans





If your foe has powerful monsters on the field but can't move them for lack of Movement Crests, conjure lots of easily summoned Level-1 Monsters. Then quickly build paths around the foe's monsters.

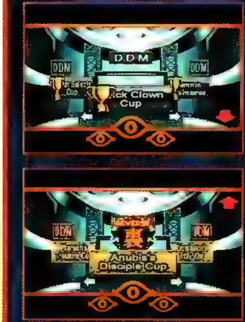
#10: Place Items Wisely



Destroys all within dungeon.

Summoned items will look like mystery boxes to the other player. Any monster that moves onto the spot will activate the item, so place it near your monsters if it's helpful—near your foe's if hurtful.

#11: Ascend the Ladder



After you defeat all six beginner tournaments, you'll unlock many more in which the competition gets really tough and the potential dice winnings are much more powerful.

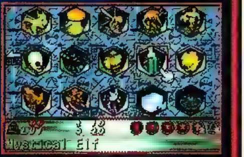
Monster Menagerie

The game lets you evaluate all monsters on the field—yours and your foe's—but we've listed many of the creatures that you'll face in combat to make it easier for you to check out monster strengths and weaknesses on the fly. You can also see lots of the rare creatures that one day, if you're diabolically persistent, you might own and control.

NAME	TYPE	LEVEL	HP	ATK	DEF	SPECIAL
AQUA MADOOR	Spellcaster	Lv 1	10	10	10	–
BATTLE OX	Beast	Lv 2	20	20	20	–
BATTLE STEER	Beast	Lv 2	20	20	20	–
BATTLE WARRIOR	Warrior - Flying Attack	Lv 1	20	20	10	Adds 1 Attack Crest to own crest pool.
BEAUTIFUL HEADHUNTRESS	Warrior	Lv 3	20	10	10	–
BEAVER WARRIOR	Beast	Lv 1	10	10	10	–
CASTLE OF D. MAGIC	Spellcaster	Lv 2	20	10	20	Reduces damage by 20 when attacked.
CELTIC GUARDIAN	Warrior	Lv 2	10	20	10	–
CLOWN ZOMBIE	Undead - Tunnel	Lv 1	10	10	10	No family pros or cons.
CRATER CREATOR	Item	Lv 4	–	–	–	Destroys all within the dungeon.
CURSE OF DRAGON	Dragon	Lv 3	20	20	20	–
DANCING ELF	Warrior	Lv 1	20	20	10	–
DECLARATION OF DESPAIR	Item	Lv 1	–	–	–	Destoys 1 Magic Crest in own crest pool.
DRAGON PIPER	Spellcaster	Lv 1	10	0	10	Limits Dragon monsters to 1 move/2 turns.
EXODIA THE FORBIDDEN	Spellcaster	Lv 3	10	10	0	–
EXPLODING DISC	Item	Lv 3	–	–	–	Removes 2 HP from a monster.
FACELESS MAGE	Spellcaster	Lv 3	10	20	30	–
FERAL IMP	Spellcaster	Lv 2	10	10	10	Prevents all flying.
FIEND'S MIRROR	Spellcaster	Lv 2	10	10	10	–
FLAME SWORDSMAN	Warrior	Lv 2	20	20	20	–
FLYING PENGUIN	Beast	Lv 2	10	10	10	–
GATOR DRAGON	Dragon	Lv 2	30	10	10	Reduces attack damage by Defense Crest x 10.
GIANT FLEA	Beast	Lv 1	10	20	10	–
GIANT ROCK SOLDIER	Spellcaster	Lv 2	20	10	30	Removes 1 obstacle.
HANE-HANE	Beast	Lv 1	10	10	10	–
HARPIE LADY	Beast - Flight	Lv 2	20	10	10	Destroys 1 tunneling monster.
HITOTSU-ME GIANT	Beast	Lv 2	10	20	10	–
JINZO	Warrior	Lv 3	10	10	10	–
JIRAI GUMO	Beast - Tunnel	Lv 1	20	10	10	–
KANAN THE SWORDMISTRESS	Warrior	Lv 2	10	20	10	–
KARBONALA WARRIOR	Warrior	Lv 1	10	10	10	Raises ATK of all Warrior monsters by 10.
KILLER NEEDLE	Warrior	Lv 1	10	10	10	Enables attack on flying monsters.
KNIGHT OF TWIN SWORDS	Warrior	Lv 2	30	10	10	Moves 2 for 1 Crest. Attacks up to 3 times/turn.
KOUMORI DRAGON	Dragon	Lv 2	20	10	20	–
KURIBOH	Spellcaster	Lv 1	10	10	10	–
LARVAE MOTH	Beast	Lv 1	20	30	20	–
LEFT ARM OF THE FORBIDDEN	Spellcaster	Lv 3	10	10	0	–
LEFT LEG OF THE FORBIDDEN	Spellcaster	Lv 3	10	10	0	–
MAGICIAN DRAGON	Dragon	Lv 3	10	20	10	Adds enemy DEF to its own. Destroys 3x3 grid.
MAMMOTH GRAVEYARD	Beast - Tunnel	Lv 1	10	20	10	Raises ATK of all Beast monsters by 10.
MAN-EATER BUG	Beast	Lv 1	10	10	10	–
MEDICAL AID KIT	Item	Lv 2	–	–	–	Restores 2 HP to a monster.

#12: Reject Bad Randoms

Baby Dragon



Mull over the possibilities of your starter kit. If you think they're weak or just not interesting, turn off the game and start over from scratch—you'll get a new random batch of 15 dice.

#13: Forgo the Level 4s?

Mighty Mage

Mighty Mage

When you first earn Level-4 dice, don't get power crazed. You'll need to roll the die with other Level-4 dice to conjure its monster. Unless you like the other crests that it offers, leave it out of your Dice Pool until later.

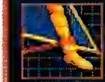
#14: Love the Level 1s

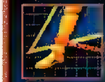
No matter how many Level-4 dice you own, always keep lots of Level-1 dice in your Dice Pool. You're more likely to summon Level-1 monsters and can build your dungeon much more quickly.

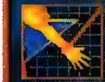
NAME	TYPE	LEVEL	HP	ATK	DEF	SPECIAL
METAL GUARDIAN	Spellcaster	Lv 2	20	10	30	–
METEOR B. DRAGON	Dragon - Fight	Lv 4	30	40	20	–
MIGHTY MAGE	Spellcaster	Lv 4	50	30	20	Attacks an enemy 2 squares away.
MILLENNIUM SHIELD	Warrior	Lv 3	10	0	40	This item can't move.
MUSHROOM MAN	Beast	Lv 1	10	10	10	–
MYSTIC ELF	Spellcaster	Lv 1	20	10	20	Restores 1 HP to all allies.
MYSTIC HORSEMAN	Beast	Lv 2	40	20	10	Adds damage to Attack once per turn.
MYSTIC LAMP	Spellcaster	Lv 1	10	20	10	Raises ATK of all Spellcaster monsters by 10.
ORGOTH THE RELENTLESS	Warrior	Lv 3	30	30	20	Raises ATK by 10.
PARROT DRAGON	Dragon - Fight	Lv 1	10	10	20	Raises DEF of all Dragon monsters by 10.
PENDULUM MACHINE	Spellcaster	Lv 3	20	20	30	–
PENGUIN SOLDIER	Beast	Lv 1	10	10	10	–
PETIT DRAGON	Dragon	Lv 1	10	20	10	Raises ATK of all Dragon monsters by 10.
PUMPKING THE KING OF GHOSTS	Undead	Lv 3	30	20	30	Reduces damage by 30 when attacked.
RABID HORSEMAN	Warrior	Lv 3	40	30	20	–
RED ARCHERY GIRL	Spellcaster	Lv 1	10	10	10	–
RELINQUISHED	Spellcaster	Lv 1	10	0	0	Sacrifices self to steal 1 enemy.
RIGHT ARM OF THE FORBIDDEN	Spellcaster	Lv 3	10	10	0	–
RIGHT LEG OF THE FORBIDDEN	Spellcaster	Lv 3	10	10	0	–
ROGUE DOLL	Spellcaster	Lv 3	20	30	20	Restores 1 HP to 2 allied monsters.
RYU-KISHIN	Spellcaster	Lv 2	10	10	10	–
RYU-KISHIN POWERED	Spellcaster	Lv 2	20	30	20	–
SAGGI THE DARK CLOWN	Spellcaster	Lv 1	10	10	10	Reduces damage to one ally by 10.
SANGAN	Warrior	Lv 1	10	10	10	–
SHADOW SPECTER	Undead	Lv 1	10	10	10	–
SKELENGEL	Warrior	Lv 1	10	10	10	Raises DEF of all Warrior monsters by 10.
SLOT MACHINE	Spellcaster	Lv 3	30	20	20	–
STRIKE NINJA	Warrior	Lv 3	20	20	10	Moves 3 for 1 Move Crest. Safe from attacks.
STUFFED ANIMAL	Warrior	Lv 1	10	10	10	–
SWAMP BATTLEGUARD	Warrior	Lv 2	20	20	20	Attack Crest raises ATK by 10 once a turn.
THE 13TH GRAVE	Undead - Tunnel	Lv 2	10	0	10	Removes 1 HP from 1 enemy and self.
THREE-LEGGED ZOMBIES	Undead	Lv 1	10	20	10	–
THUNDER BALL	Spellcaster	Lv 3	30	10	10	Rolls to destroy 1 foe. Add 1 Magic Crest/level.
TIME MACHINE	Item	Lv 1	–	–	–	Returns monster to its last location.
TIME WIZARD	Dragon	Lv 1	10	0	10	Destroys monster with the least ATK.
TRAP BANDIT	Item	Lv 1	–	–	–	Destroys 1 Trap Crest in own crest pool.
TWIN-HEADED DRAGON	Undead	Lv 1	20	10	10	Adds 1 Trap Crest to own crest pool.
TWIN-HEADED THUNDER DRAGON	Dragon	Lv 3	20	40	20	–
WARP VORTEX	Item	Lv 3	–		–	Transports to another Warp Vortex.
WINGED DRAGON #1	Dragon	Lv 2	10	10	10	Prevents all tunneling in play.
WITCH'S APPRENTICE	Spellcaster	Lv 1	10	10	10	Moves monster to another Vortex.
YARANZO	Undead	Lv 2	20	10	10	–
ZOA	Spellcaster	Lv 3	20	30	20	Trades 3 crests in own pool for 1.

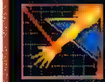
#15: Exploit the Ultimate

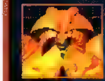
If you use the five extremely rare Exodia Series dice, you can summon the megamonster and win instantly. First, you must conjure its arms and legs. To call the creature into being, you must finally use the Exodia the Forbidden die.


Left Leg of the Forbidden


Right Leg of the Forbidden

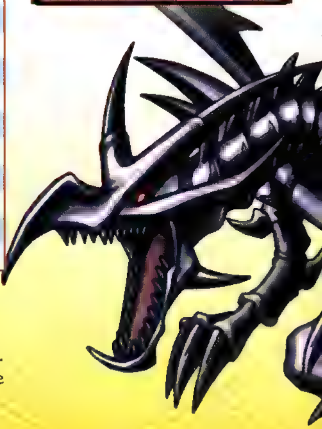

Left Arm of the Forbidden


Right Arm of the Forbidden


Exodia the Forbidden

Yu-Gi-Omnipotence

Shifting the balance of power in the universe isn't a cakewalk, but our tips will get you started. The more you play, the greater grasp you'll gain of your growing powers. In time, you might be the luckiest Yu-Gi-Oh! superfan with all of the dice in your favor.



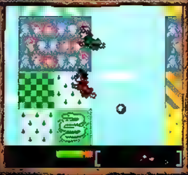
Harry Potter AND THE CHAMBER OF SECRETS™

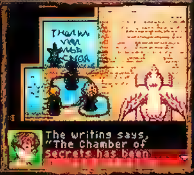
The Chamber of Secrets has been opened! It's up to you, Harry Potter, to save the enchanted world of Hogwarts. Explore the unknown in EA's magical adventure for Game Boy Color.

ANOTHER YEAR AT HOGWARTS

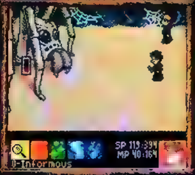
The school for young wizards and witches is waiting to be explored, so don't waste any time! You have plenty of tricks up your sleeve for the quest—you just need to know how to work with what you've got. Use your spells and trading cards to your advantage.

PLAY MINIGAMES, LEARN SPELLS AND TRADE CARDS WITH FRIENDS





The writing says,
"The Chamber of
Secrets has been

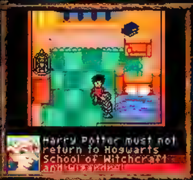


The spells and cards you collect during your adventure will help you defeat enemies that attempt to overpower you. As you advance in your adventure, new minigames such as Whack-a-Gnome become available.

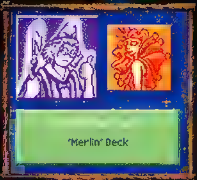
MEET DOBBY AND BEGIN YOUR ADVENTURE

Dobby, the friendly, floppy house-elf, has come to warn you of your impending doom if you choose to return to Hogwarts for your second year of Wizard School. He's just there to help, right?

GATHER YOUR THINGS AND LEAVE WITH RON



Harry Potter must not
return to Hogwarts
School of Witchcraft
and Wizardry!



Be sure to grab all of your belongings before you hop in the car with Ron. You'll have to choose one deck of cards to take with you: The Morgan LeFay deck will help you with magic, and Merlin's deck will boost your skills.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

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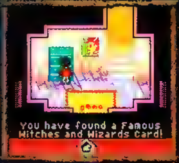
THE BURROW

After a safe landing in Ron's front yard, you'll meet the rest of the Weasley family. You'll encounter enemies as you explore their home. Battle them to increase your levels.

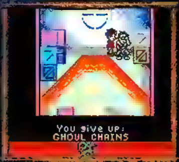
LOCATE RON'S ROOM



You have found a Famous Witches and Wizards Card!

Use the A Button to inspect all nooks and crannies as you head up the stairs to Ron's room. By doing so, you'll find a plethora of cards, potions and other goodies. Don't forget to check the attic at the very top of the stairs.

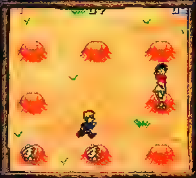
GHOULS JUST WANNA HAVE FUN



You give up: GHOUL CHAINS

When you wake up in the morning, head back down to the kitchen to meet Ron. Carefully inspect the stove to find a set of chains—just what that ghoul in the attic was looking for. He'll reward you with a Famous Witches and Wizards card.

DE-GNOME THE GARDEN AND LEARN A NEW SPELL

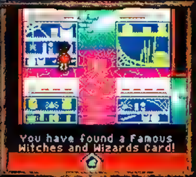


The garden needs its annual de-gnoming. Press and hold the Control Pad in the direction of the gnome you're trying to uproot, then press the A Button to yank it out. You'll earn the Informous spell and obtain the Folio Bruti, which is invaluable for battles.

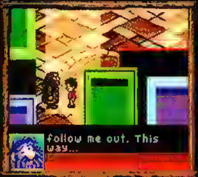
KNOCKTURN ALLEY

After de-gnoming the garden, head back into Ron's living room and use the Floo Powder to go to Diagon Alley. You'll mispronounce the alley's name, which will land you in Knockturn—not a place you'll want to stay for long.

FIND YOUR WAY OUT



You have found a Famous Witches and Wizards Card!

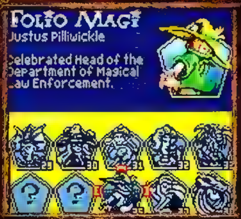


follow me out. This way...

Take a few minutes to explore the shops for items and cards, but don't linger! Head to the bottom-left side of Knockturn Alley, where you'll find Hagrid. He'll help you find the Weasleys and Diagon Alley.

WITCHES AND WIZARDS CARDS

Hogwarts School of Witchcraft and Wizardry has turned out many famous witches and wizards. Students enjoy collecting trading cards of their favorite magical mentors. Your cards are stored in your Folio Magi, which you can access by pressing the Start Button. Collect the cards, use them in battle or trade them with friends.

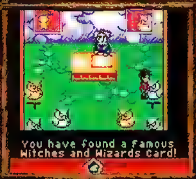


FOLIO MAGI

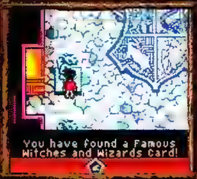
Justus Pilliwickle

Celebrated Head of the Department of Magical Law Enforcement.

SEARCH FOR HIDDEN CARDS



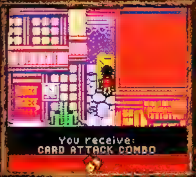
You have found a Famous Witches and Wizards Card!



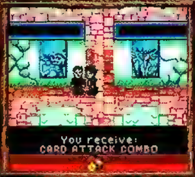
You have found a Famous Witches and Wizards Card!

You'll find famous Witches and Wizards Cards all over. When you're exploring, press the A Button to search for them. The more you collect, the better prepared you'll be for battles.

USE CARD COMBINATIONS FOR MORE POWER



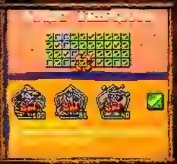
You receive: CARD ATTACK COMBO

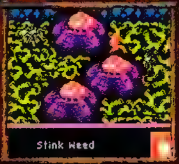


You receive: CARD ATTACK COMBO

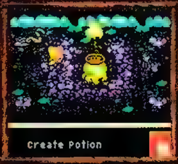
You'll find card combinations frequently, too. You can also obtain card combinations by completing certain tasks and defeating enemies. Earned cards are stored in the Folio Triplicus.

CARD COMBOS IN BATTLE





Stink Weed

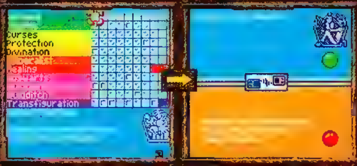


Create Potion

Use your card combinations in battle—they'll help you fend off tough enemies and aid you with some nifty defensive moves. The only downside is that the cards incinerate as soon as you use them. Keep plenty of reserves handy!

TRADING CARDS WITH FRIENDS

Collecting cards is fun, but trading them is even better. You may find cards that your friends haven't and vice versa. Take advantage of your trade options.

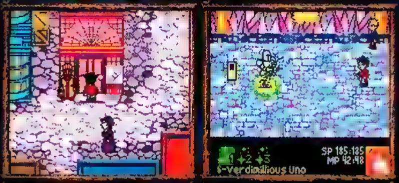


Use your Game Link Cable to connect your Game Boy Color with a friend's. View the other player's card stash and offer to trade. Have a rare card? Trade it for an awesome combination set.

DIAGON ALLEY

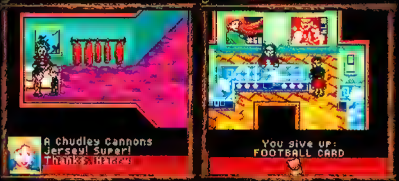
When you arrive in Diagon Alley, stock up on school supplies, look for cards and learn interesting facts about other witches and wizards by talking to people in the alley.

CASH OUT



If you're going to buy school supplies, you'll need cash. Head over to Gringotts to locate your vault, then explore the underground and battle enemies to gain experience points and boost your levels—you'll need to be strong to take on the Footman guarding your treasure. If you run low on stamina, visit the nurse just down the street.

BUY THE JERSEY FOR RON

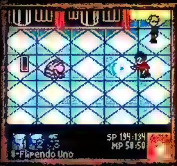


A Chudley Cannons Jersey! Super! Thanks, Harry

You give up: FOOTBALL CARD

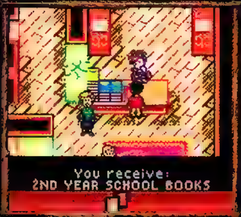
Head to the Quidditch store to outfit yourself for the new year. Ron will talk about wanting a Chudley Cannons Jersey—go ahead and buy it for him. He'll reward you with a Football Card. Take it to the card store and trade it for a different card—you can keep trading until you get something you like. Go to nintendopower.com to see all the trading action!

APPREHEND THE PURPLE TOADS



Purple toads are loose all over the Magical Menagerie. Each time you battle one, you'll take it into your inventory. Catch all of them, then take them to the store owner. She'll be more than happy to part with a Famous Witches and Wizards card for your troubles.

PURCHASE YOUR TEXTBOOKS



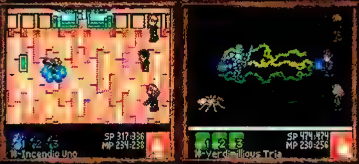
You receive: 2ND YEAR SCHOOL BOOKS

Explore all of the shops to find more items and cards, then head to the book store to get your second-year textbooks. You'll meet Gilderoy Lockhart and the nasty Malfoys. When you're finished, head to the train station—it's off to Hogwarts and more adventure!

BATTLES

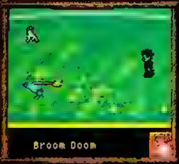
No matter where you go in the game, you're going to find little blue clouds hovering. They contain enemies, and you'll need to know how to finish them off. Watch your stamina and magic meters—you don't want to lose a member of your party in battle. It also wouldn't hurt to keep some extra potions in your inventory in case a particularly nasty creature threatens you.

PUT YOUR SPELLS TO GOOD USE



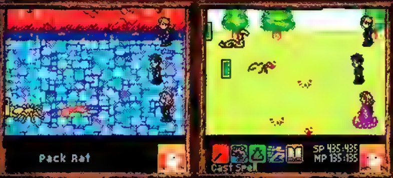
You're a wizard, Harry! This means that you're particularly good at casting spells on your enemies in battle. You'll learn more spells as you progress through the game, and your existing powers grow stronger as you level up.

IT'S IN THE CARDS



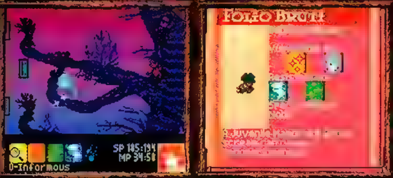
Card combinations can be good defensive tools in the game. The more you collect, the more choices you'll have in battle!

RON AND HERMIONE



Your two best friends have special moves, too—but until Ron's wand is fixed, you'd better leave him to fuss with the potions. Hermione can be a valuable spell-caster, especially as she gains experience points.

FOLIO BRUTI

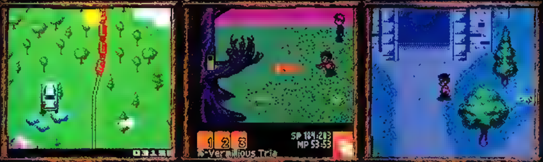


When you cast your Informous spell on an enemy, all of that creature's strengths and weaknesses will be displayed in the Folio Bruti. Check the book before you go into battles—you won't regret it!

MAKE YOUR WAY TO HOGWARTS

You're nearly back where you belong, at Hogwarts. When you arrive at the station, you'll find that someone or something has sealed platform 9-3/4. How will you return if you can't get to the train?

FLYING CAR AND WHOMPING WILLOW

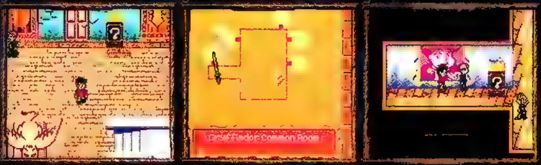


There's only one way to return to Hogwarts now—via flying car. Collect gold coins and fly through blue smoke to increase your speed. You'll land in the Whomping Willow, and you'll have to fight your way loose with some good spells.

THE SCHOOL YEAR BEGINS

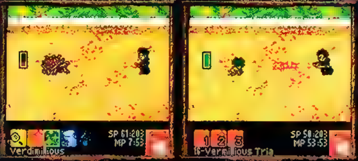
Congratulations! You and Ron made it past the nasty Whomping Willow, but a more sinister force awaits you at Hogwarts: Professor Snape. Enter the Main Hall to receive instructions for your next quest.

FIND THE GRYFFINDOR DORMITORY



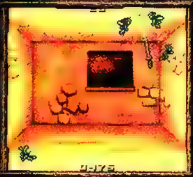
Your first task at Hogwarts is to find the Gryffindor Dormitory. Locate the question mark on each floor—it's a map that won't let you lose your way. Go straight to the seventh floor and find the picture of the fat lady. Hermione won't be far behind.

COLLECT THE RUNAWAY MANDRAKES



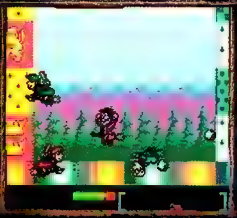
After getting a good night's sleep, head outside to the Greenhouse, just to the left of the castle entrance. In Herbology, your task is to track down and report some nasty Mandrakes that have escaped. For your trouble, you'll learn the Incendio spell.

PIXIE-CATCHIN' TIME



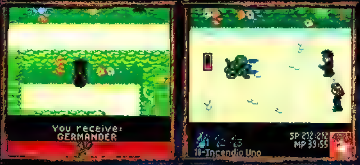
Head to the third floor for Professor Lockhart's class, where he's let pixies loose in the classroom. Press and hold the A Button to charge your wand, then release it to zap them. You'll gain extra points for hitting two at once.

QUIDDITCH



It's time for your first Quidditch practice of the year. As seeker for Gryffindor, your job is to find the snitch. The radar system at the bottom of the screen will show you where it is. When you're close, press the B Button to grab it.

RON'S SLUG-VOMITING MALADY

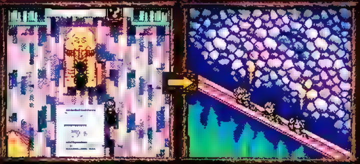

You receive:
GERMANDER

When Ron's wand backfires on him, he'll start vomiting slugs. Take him to Hagrid, who will give you a list of ingredients with which he can make a healing potion. Head into Hagrid's garden and press the A Button on the dark spots in the hedge to retrieve the ingredients.

INSIDE HOGWARTS

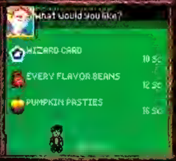
There is a lot more to Hogwarts than meets the eye. Take some time to wander the castle and build up your levels, all the while searching out cards, items and potions.

SECRET PASSAGES



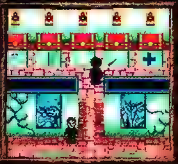
Hidden passageways abound at the enchanted castle. Examine statues, mirrors and strange-looking walls to find them. Once you've opened a passage, you'll be able to maneuver between floors much faster.

STUDENT STORE


What would you like?

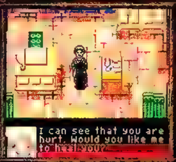
The Hogwarts School Store is where you'll go to stock up on potions and other items. You can also buy cards or equipment for yourself, Ron and Hermione. If you're short on cash, you can unload supplies there, too.

CARD ROOM



Located on the fifth floor, the Card Room is where you'll receive your new card combinations after you complete a task. When you collect all of the cards in one of the categories, a secret treasure will appear in the room.

NURSE'S OFFICE

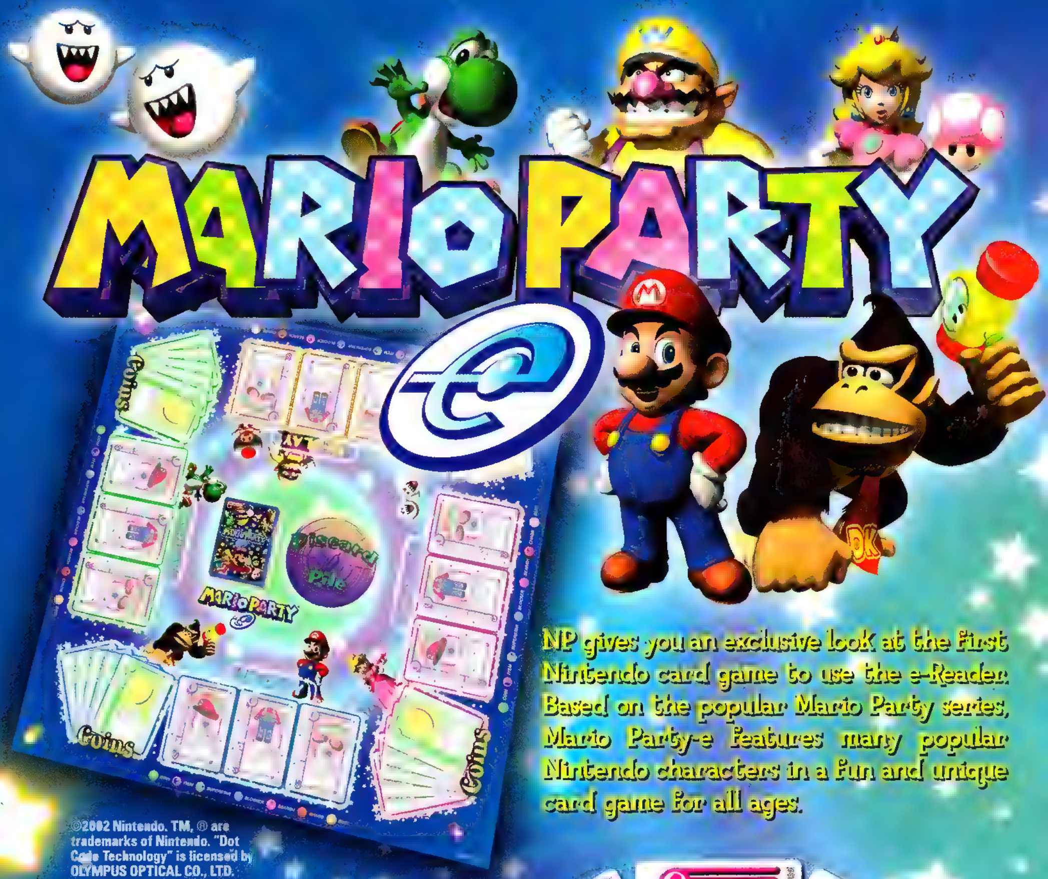

I can see that you are hurt. Would you like me to heal you?

Madam Pomfrey is a spectacular healer. Return to her room any time you need to treat your injuries and replenish your stamina and magic points.

CALL IT A DAY

You've done it! Your first full day back at Hogwarts is over and you can take a well-deserved rest . . . as soon as you finish detention with Professor Lockhart. You've learned the basics, so you have the skills to take on the rest of the game.

MARIO PARTY e



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NP gives you an exclusive look at the first Nintendo card game to use the e-Reader. Based on the popular Mario Party series, Mario Party-e features many popular Nintendo characters in a fun and unique card game for all ages.

PARTY-e-HARD

BOWSER
DAISY
MARIO
SUPERSTARS HAT
SUPER MARIO

From the world of Mario Party comes a whole new type of game—Mario Party-e. The Mario Party-inspired card game supports two to four players and is the first complete card game to feature e-Reader compatibility. The tear-resistant play mat that comes with the Mario Party-e Base Set will help you learn the game but isn't required to play. The rules are simple—each player begins the game with five cards, and players take turns one at a time. At the beginning of your turn, you draw one card from the deck then play or discard one card from your hand. Players must have five cards in their hand at the beginning and end of their turn. The first player to collect and place all three Item cards In-Play and place a Superstar card wins the game—but it's not as easy as it sounds. When you throw in 11 fun e-Reader mini-games and some Chaos cards, winning becomes a matter of strategy and luck of the draw.

BASIC PARTY-e CARDS

Players use five basic card types to play Mario Party-e. A full deck of 64 cards will easily support up to four players, but you should cut the deck down to 58 cards for a two-player game. Each colorful card has a description of how to use it printed on its lower half. Basic cards are used without the e-Reader and are the core to basic play. The Mario Party-e card deck also contains 11 unique e-Challenge cards that you can use with an e-Reader.

SUPERSTAR'S CLOTHES

Item Cards

There are three types of Item cards in Mario Party-e. Each Item card costs two In-Play Coin cards to play. The goal is to collect all three Item card types and place them In-Play with a Superstar card before your opponents can.

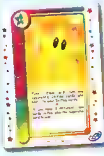
Coin Cards

You must place Coin cards In-play before you can play certain other card types, such as Item cards and Blocker cards. There's no limit to how many Coin cards you can have In-Play.

DONKEY KONG

Blocker Cards

When an opponent tries to take any of your cards, use a Blocker card to override that player's card—especially when someone tries to snatch an In-Play Item card. Blocker cards require one In-Play Coin card to use.



Superstar Cards

You need Superstar cards to win Mario Party-e. After you have all three Item cards In-Play, place a Superstar card to win the game. You can also use a Superstar card at any time to take an Item card from your opponent's In-Play cards.

Chaos Cards

Chaos cards are usually free to play (a few e-Challenge Chaos cards will cost you). They give you the chance to exchange or obtain various cards. Chaos cards are a great way to mix up the fun.

Duel Cards

Duel cards are e-Challenge cards that require a GBA and e-Reader. Choose your opponent, scan the Duel Card with the e-Reader and follow the e-Challenge instructions on the bottom of the card.

GRACEFUL PRINCESS PEACH

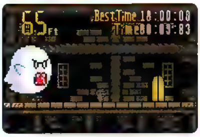
Search Cards

Search cards are e-Challenge cards that require you to pay some In-Play Coin cards and beat an e-Challenge to use. If you beat the minigame, you'll be rewarded the right to search the deck, or another player's hand, for cards.

e-CHALLENGE GAMES

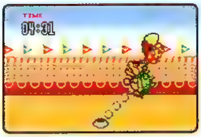
There are three types of e-Challenge cards—Free Challenge, Wonder Challenge and Duel Challenge. All e-Challenge cards offer mini-games that you can access with a Game Boy Advance and an e-Reader. Slide both sides of the e-Challenge card through your e-Reader, then get ready to play! Although the e-Challenge games add to the fun, they are not necessary to play Mario Party-e.

Bolt from Boo



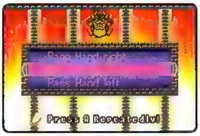
Scan the Big Boo e-Challenge card to unlock the Bolt from Boo Duel Challenge. You and the opponent of your choice will take turns racing through a haunted house as Mario with Big Boo on your heels. When Boo floats near, turn around to make the ghost fall back. Beat your opponent's time to the door to win.

Daisy's Rodeo!



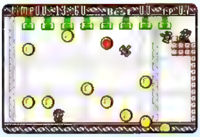
If you beat the Daisy's Rodeo! Free Challenge on the Daisy e-Challenge card, you'll get to follow the card's instructions even if you have no In-Play Coin cards. Ride a bucking Bowser bronco as Daisy. Press the correct buttons to stay in the saddle for 10 seconds and win the challenge.

Spinister Bowser



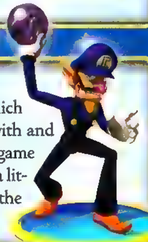
The Bowser e-Challenge card contains the Spinister Bowser Wonder Challenge. The player who holds the card can choose either to make all players discard their In-play Coin cards or to take on the Spinister Bowser e-Challenge for a different outcome. Spin the roulette wheel and tap A when it lands on the spot that you want.

Waluigi's Reign



On the Super Waluigi e-Challenge card, you'll find the Waluigi's Reign Duel Challenge. Choose your opponent and collect as many falling coins as you can before the time runs out, but avoid Waluigi's hammers. Yellow coins are worth one point, and red coins are worth five. Rack up more points to win.

PORTABLE PARTY-e



Mario Party-e is scheduled to arrive in stores February 17, 2003. The Mario Party-e Base Set will include a tear-resistant play mat and 64 cards for the suggested retail price of $9.99 US. The mini-games that require the Game Boy Advance and e-Reader add to the fun, but you can play Mario Party-e without an e-Reader and still have a great time. The NP Krew got together for a quick game of Mario Party-e, which turned into hours of competitive fun, both with and without the e-Reader. Mario Party-e is a great game that you can play wherever you want to enjoy a little Mario Party action. Shuffle the deck, deal the cards and let the Mario Party-e begin!

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NINTENDO GAMECUBE
THE LEGEND OF ZELDA®
the wind waker
RATING PENDING
RP
ESRB
Nintendo

The Legend of Zelda: The Wind Waker

Wow! Get a double hit of Zelda for Nintendo GameCube when you put your $15 deposit down for The Legend of Zelda: The Wind Waker. Reserve your copy beginning on February 16 and get a special limited-edition playable Game Disc* featuring two games—The Legend of Zelda: Ocarina of Time and The Legend of Zelda: Ocarina of Time Master Quest! (Game will be in stores March 26.)

*While supplies last.

Pokémon Sapphire and Pokémon Ruby

Put a $5 deposit down beginning on February 9 to reserve your copy of Pokémon Ruby or Pokémon Sapphire and receive a collectible Limited Edition Hologram coin*. (Games will be in stores on March 19.)

*While supplies last.

ONLY FOR
GAME BOY ADVANCE
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SAPPHIRE VERSION
EVERYONE
E
ESRB
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POKéMON
RUBY VERSION
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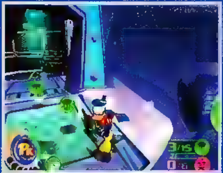
E
ESRB
Nintendo

LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE

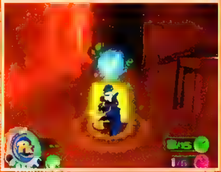
- **DISNEY'S PK: OUT OF THE SHADOWS**
- **DR. MUTO**
- **MARY-KATE & ASHLEY SWEET 16: LICENSED TO DRIVE**
- **THE SUM OF ALL FEARS**
- **WRECKLESS: THE YAKUZA MISSIONS**
- **DIGIMON: BATTLESPIRIT**
- **JUSTICE LEAGUE: INJUSTICE FOR ALL**
- **MINORITY REPORT**
- **SAMURAI JACK: THE AMULET OF TIME**

DISNEY'S PK: OUT OF THE SHADOWS



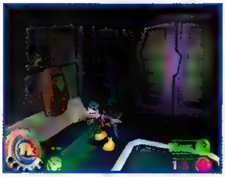
EVERYONE
E
CONTENT RATED BY ESRB
Violence

In Disney's PK from Ubi Soft, a superheroic Donald Duck takes on waves of alien invaders. You'll need to master strafing and jumping to destroy aliens before they destroy you. Eliminate them before you head into challenging areas, or they'll knock you into chasms—and much worse.

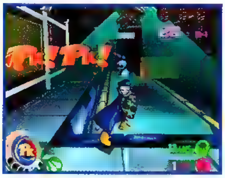


POWER PLAY

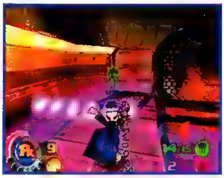
Your laser blasts do no damage against Evronians. When you reach one, blast the barrels beside you. You'll expose a hidden weapon power-up that lets you charge a megablast. Use your new power to break through the Evronian's shield.



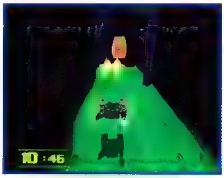
Whenever you arrive at an apparent dead end, search nearby walls for a switch. Switches are easy to overlook, so change the camera angle using the L Button and scrutinize every possible location as you backtrack.



Usually, after you've defeated a hostage's captor, a short countdown starts just as the captive begins calling your name. Rescue the hostage before the countdown reaches zero, or he'll be teleported away by the Evronians.

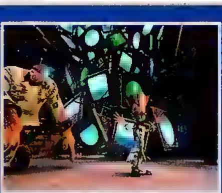


Lock on to enemies, then strafe to avoid their gunfire. Their laser bursts are rhythmic, so single bursts are easy to avoid. If an enemy fires a laser wave, stay locked on to the enemy and jump into the air at the right time.



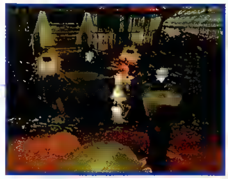
As you head deeper into the Evronian base, you'll discover many upgrades for your X-Transformer weapon, such as one that enables you to rocket your X-Transformer into spaces too tight for you to fit in otherwise.

DR. MUTO

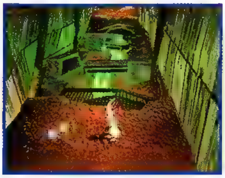


TEEN
Comic Mischief
Mild Language
Mild Violence
Suggestive Themes
CONTENT RATED BY ESRB

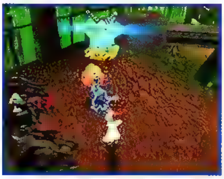
Midway's sci-fi platformer, Dr. Muto, sends the scientist to various planets in search of DNA and gadgets that he needs to recreate a destroyed world. Once you've earned new abilities such as transforming into a rat, an ape and other creatures, return to earlier worlds to access new secret areas.



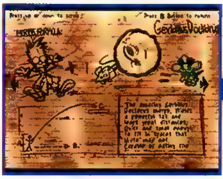
Though you'll gather only a few isotopes in each area, you'll be surprised how quickly they add up. When you get 600 isotopes, you'll earn the Invulnerability Blueprint.

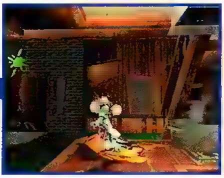


For every blueprint, you'll need to collect matching pieces of equipment to build the gear. To build the Invisibility gadget, you must find seven radioactive hourglasses.

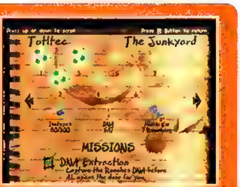


When you encounter a cyclopean Gomer, snare it with your electro-beam, look around for a switch, then fire the Gomer into the switch to activate it—strange but true.





After you collect a specific number of isotopes, you'll earn a new transformation formula. The formulas show you how to turn into the tiny Gerbillus Doctorus, Doczilla, Arachnidoc and other creatures. But you'll need to harvest DNA from specific creatures on the planets before you'll be able to complete each formula.



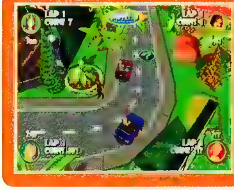
POWER PLAY

Consult the Master Plan often—it will tell you which objectives you've completed in each world. You'll need to return to each world many times, so the Master Plan is key.

MARY-KATE & ASHLEY SWEET 16: LICENSED TO DRIVE

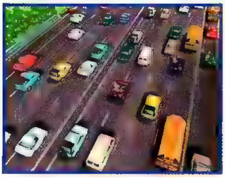
EVERYONE
CONTENT RATED BY ESRB

In Acclaim's new party game, the most famous twins on the planet veer down streets in search of friends to fill spare seats and minigame points to fill their coffers. Spend points wisely on PDAs, spare tires and cell phones—you may need them in a jam.

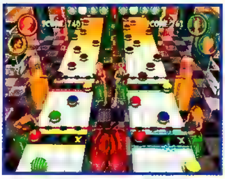


POWER PLAY

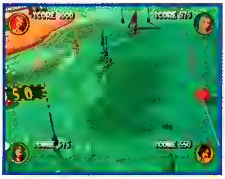
In Adventure Mode, up to four players can take a spin in one of two regions—Beach and Mountain. Want to take a quick spin but can't find some spare humans to play? The twins have you covered. The CPU will get behind the wheel.



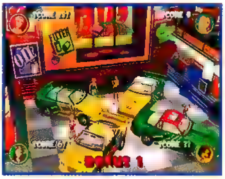
You'll face off against three other players or as two-player teams. In Freeway Frenzy, you must merge to the far left as quickly as possible. Wait for a break in traffic before you merge, or you'll have to start over from the right.



In Cupcake Chaos, you'll play either solo or with a teammate, and your objective is to frost cupcakes as they head down one of several conveyor belts. Press the button the cupcake passes over at the right time to frost it.

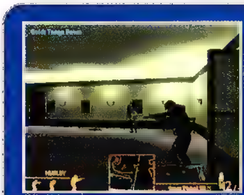


In Tropical Winds, you must speed ahead of the other windsurfers and head through water gates. Don't sweat getting through every gate. Focus more on staying ahead of everyone else to score the most points.



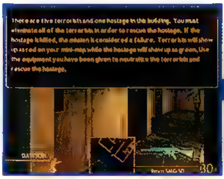
You'll need to assemble a more complete auto body than your opponents do in Mixed Up Parts. Study the model at the start of the minigame, then take your time when choosing parts. You don't need to finish first to win the game.

THE SUM OF ALL FEARS

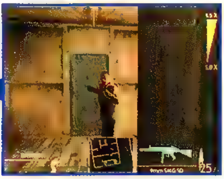


TEEN
T
Violence
CONTENT RATED BY
ESRB

For its latest covert-op romp, Ubi Soft veers away from the Rainbow Six series' cerebral challenge in favor of a straightforward FPS. You won't need to micromanage the missions, since each op has been planned out in advance—but you should memorize each detail during the briefing.



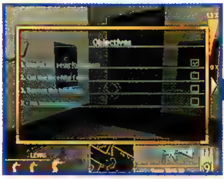
There are five terrorists and one hostage in the building. You must eliminate all of the terrorists in order to rescue the hostage. If the hostage is killed, the mission is considered a failure. Terrorists will show up as red on your mini-map while the hostage will show up as green. Use the equipment you have been given to neutralize the terrorists and rescue the hostage.



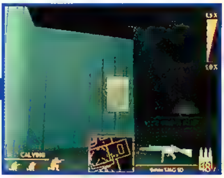
Because the Sum of All Fears system contains some unusual features, you should spend plenty of time with the tutorial until you get the hang of the game play. The tutorial culminates in a mock hostage rescue mission, and you'll need to master every new trick in the book to pull it off successfully.

POWER PLAY

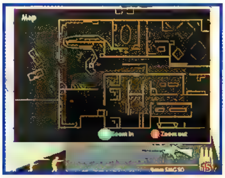
Squad members will follow you as you go, shooting when necessary. If you run low on health, switch to another squad member by pushing the Z Button.



Each operation is made up of many tasks, and you must perform them in a specific order. If you lose track of the next phase of the operation, consult the Objectives menu.



Consult the small map frequently. It displays the recommended infiltration path with a white line. If you use your Heartbeat Sensor, the map will also reveal nearby enemies.



To get a bird's-eye view of your mission and review the floor plan, check out the main map. The white line shows the entire path to your next objective.

WRECKLESS: THE YAKUZA MISSIONS

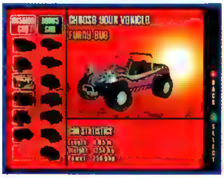
TEEN
T
Violence
CONTENT RATED BY
ESRB

Wreckless? Activision's racing title makes its environments so trashable that you may get off course and go for total vehicular assault. Missions vary widely, so select the vehicle that makes the most sense, whether that means driving a small auto, a speedy race car or a massive truck.

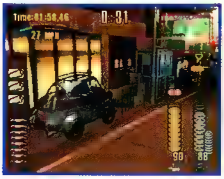
Game Cheats
SUPER SPEED

POWER PLAY

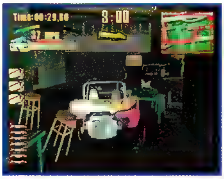
Wreckless contains loads of unlockable stuff, and it's up to you to break it all out. In addition to lots of unlockable vehicles, Wreckless has 20 cheats that range from turning on low gravity to making pedestrians gigantic.



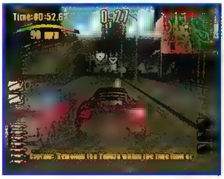
When you begin the missions, you'll have only a few cars to choose from. The car you choose will make all the difference in your performance.



Use the map to stay on track. An arrow represents your direction on the map. Other markers—such as the suggested route—will also appear during some missions.



When the map shows the suggested route, keep an eye out for potential shortcuts. Sometimes you'll need to take them to get a better mission score.



Use the adrenaline boosts—which slow down the action to a molasses drip—to get the edge in tight situations, especially when you need to fire a missile precisely.

DIGIMON: BATTLESPIRIT

EVERYONE

E

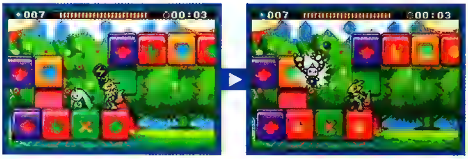
Comic Mischief
Mild Violence

CONTENT RATED BY ESRB

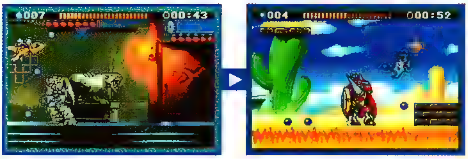
In Digimon's first appearance on the Game Boy Advance, Bandai's popular critters leap into action in a fast-paced platform fighter. You can choose one of seven Digimon—Guilmon, Terriermon, Renamon, Veemon, Wormmon, Agumon and Sukamon—and you can unlock even more. When a Calumon appears, be the first to grab it. It will Digivolve your Digimon into its more powerful form!

POWER PLAY

Battlespirit has a two-player battle feature. Your opponent's Digimon won't be shown until battle begins so select the Digimon that you battle the best with and don't worry about whether it has an edge over your opponent's Digimon.

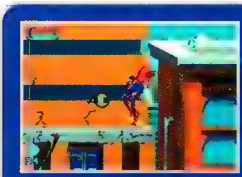


To scare up items that you can use against your opponent's Digimon, defeat the wild Digimon that creeps into view—it will leave behind a Cannonball, a Lightning Icon, a Fire Icon or another item. Throw it at your opponent to gain the advantage in combat.



As soon as the Calumon appears, decide whether you can reach it before your opponent can. If so, run and grab it. After you evolve, whack lots of D-Spirit Balls from your foe. If you can't reach the Calumon first, run as far as you can, then keep your distance from your evolved opponent!

JUSTICE LEAGUE: INJUSTICE FOR ALL



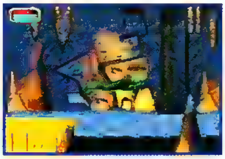
EVERYONE

E

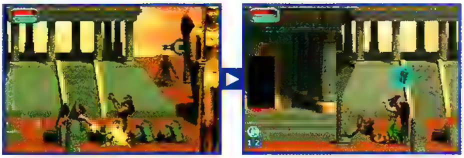
Violence

CONTENT RATED BY ESRB

Midway brings the Cartoon Network's superpowered hit to the Game Boy Advance. The game's story line pits the Justice League heroes against a mob of villains like the Joker and Lex Luthor. You control two characters in each mission, so swap heroes whenever the crisis calls for it.



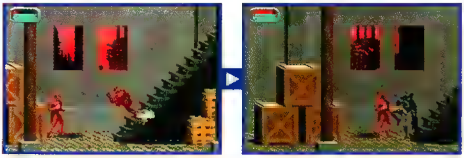
Most of the heroes can fly, so stay airborne as much as possible. You'll be more nimble in the air, but watch out for threats that shoot or fall on you from above.



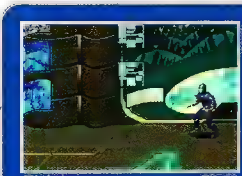
Although you can bypass many enemies by flying around them, you never know when one of them will be carrying a key that you might need. Usually the door will be nearby, so if you can't enter a portal, backtrack and smash enemies to smithereens until you find the key.

POWER PLAY

Some characters have special moves that you'll need in specific situations, so keep all of your superpowered options in mind. For instance, you'll use The Flash's speed to run up walls.



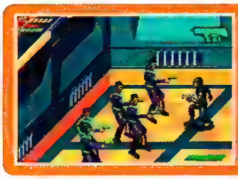
If the health of the hero that you're controlling gets sapped during a brawl, switch to the other hero. Your first hero will leave the field of play and the second will drop in, ready for battle. If it's the first time you're using the superhero in battle, he'll have full health.



TEEN
T
Violence
CONTENT RATED BY ESRB

MINORITY REPORT

Based on the movie, Activision's Minority Report for GBA sends you into action as a Precrime officer who hunts down criminals before they commit their crimes. Eventually you enter missions where the name of the game is escape—you're the next criminal-in-the-making, according to the Precrime division. The game features a targeting system that will help you avoid hitting any civilians in gunfights.



POWER PLAY

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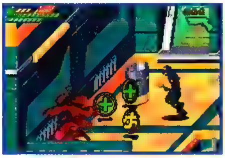
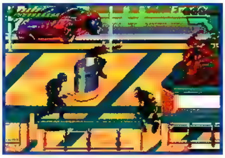
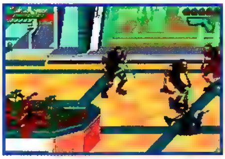


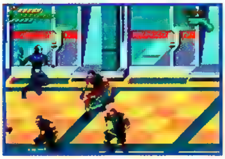
Collect power-ups throughout your missions. Blue icons replenish your ammo, green icons boost your health, and yellow icons give you one extra life.



Lock on to enemies before you fire to improve your chances of hitting your foes. Don't shoot civilians. If you do, you'll lose one of your lives.



If enemies are surrounding you or if you're backed into a corner, execute a combat roll by double-tapping the Control Pad in the direction you want to move.

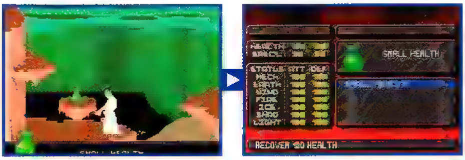


Another way to beat a group of enemies that have closed in on you is to jump into the air and throw down a grenade. Use grenades judiciously—you have a limited supply.

TEEN
T
Mild Violence
CONTENT RATED BY ESRB

SAMURAI JACK: THE AMULET OF TIME

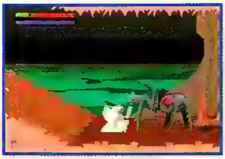
Bam! Entertainment brings another Cartoon Network smash, Samurai Jack, to the Game Boy Advance. The stylish platformer draws upon the unique visual style and story lines of the cartoon. Use your moves carefully, grasshopper—move selection and timing make all the difference.



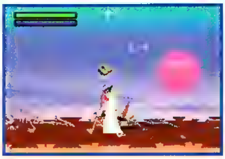
Some enemies that you defeat will drop items. Unlike in many other platformers, Samurai Jack's items don't boost your health, weapons or armor the moment you pick them up. Instead, the game takes an inventory-management approach—use and equip items when specific situations call for them.

POWER PLAY

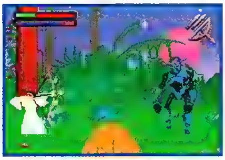
[illegible]



Enemies such as spiders are vicious in battle. Use your sword to block their attacks, or they'll devour your health. Some foes have limited-range attacks, so maintain a healthy distance.



If you can't reach an area that is in plain sight, return after you've attained ability upgrades. The Winged Shoes, for instance, enable you to do a double jump and access higher platforms.



You won't use your blue power meter much in the early part of your adventure. Some special items, such as the bow and arrow that you'll acquire in the first castle, drain the meter, so use such items sparingly.

MORE BANDICOOT THAN YOU EVER HOPED TO SEE IN A LIFETIME.
VIVENDI UNIVERSAL games
UNIVERSAL INTERACTIVE
Vicarious Visions
GBA LINK CABLE
GAME BOY ADVANCE
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

GAME BOY ADVANCE
CRASH N-TRANCED

CRASH BANDICOOT 2 N-TRANCED

Crash is strutting his stuff in the deepest, most graphically advanced adventure to ever hit Game Boy Advance. With over 30 levels, multiplayer action, 3 playable characters, new moves and the most diabolical villain yet, it's more Crash than bandicootly possible.

www.crashbandicoot.com

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES FEBRUARY 2003

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

THE LORD OF THE RINGS: THE TWO TOWERS

EA turns a classic story into a hack-and-slash action masterpiece.

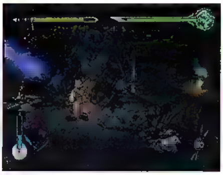
NINTENDO GAMECUBE.
THE LORD OF THE RINGS
THE TWO TOWERS
EA
T

The fight to destroy the One Ring is on. EA's The Lord of the Rings: The Two Towers features all of the major battles from the first two movie adaptations of J.R.R. Tolkien's classic trilogy. In all but the first two of 13 missions, you can select from three members of the Fellowship—Aragorn, Legolas and Gimli—and build your character as you move from one mission to the next. Earn upgrade points and a rating for every enemy you defeat, then trade your accumulated points at the end of each mission for attack combos or additional attributes.

Every character has his own strengths, weaknesses and weapons. While Gimli is the strongest close-range, his long-range skills don't compare to Legolas's accuracy with the bow. The differences between the characters will make you want to play through every mission with each character and unlock all of the game's DVD bonus materials.

Beyond the great game play and compelling action, the most stunning part of the game is the way that it seamlessly mixes footage from the films with scenes and dialogue developed for the game. The music, storytelling and overall production values will keep you immersed in Middle-earth from the moment you power up the game to your last battle with the Uruk-hai hordes.

COMMENTS: **Alan**—Mmmm... now that's good Tolkien! The Two Towers works because the combat system is so simple. With just a few button taps, you'll be hacking away at Orcs like crazy. **Steven**—Though hard to endure for long stints, the game's relentless pace drives one of the most thrilling, adrenaline-soaked experiences on the GCN. **George**—It's not head-scratching, puzzle-solving adventure, but it sure is fun.



- EA 4
- 1 player
- 13 missions

ALAN	★★★★★
GEORGE	★★★★½
JESSICA	★★★★★
SCOTT	★★★★½
STEVEN	★★★★½

TEEN
T
CONTENT RATED BY
ESRB

Violence
Blood

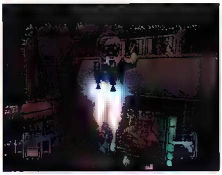
STAR WARS BOUNTY HUNTER

Jango Fett stars in an adventure that shows the seedy side of *Star Wars*.

Jango Fett jumps, flies and fires his way through 18 levels of nonstop action in an adventure that explores the back alleys of the *Star Wars* universe—six worlds full of underworld scum and villainy. Filling in the events that occur between Star Wars *Episode I* and *Episode II*, *Star Wars* Bounty Hunter reveals the story behind Jango's selection as the model for the clone army and his competition with other shady characters to reach a deranged dark Jedi, the leader of a group called the Bando Gora.

As you guide Jango through the adventure, you must use the bounty hunter's athletic skills and large arsenal of weapons to survive one enemy-packed area after the next. You'll climb up ledges, crawl through tight areas and cut barriers with a wrist-mounted laser in your effort to chase down bounties and close in on the Bando Gora hideout.

The game's automatic aiming system allows you to fire on two enemies at once with Jango's dual blaster pistols, or blast baddies with one hand while hanging from a ledge with the other hand.



COMMENTS: **Steven**—Bounty Hunter nails the atmosphere of the *Star Wars* universe but misses on game control. There's no precise way to target your prey, so shooting a single enemy from a crowd is nearly impossible. **Chris**—The action is frequent and intense, usually pitting Jango against improbable odds, although why he is a target is hardly explained. **Jessica**—The camera movement is smooth, and the lighting adds to the mood of every level. *Star Wars* fans will love the familiar music, environments and characters. **George**—Although you can go after secondary bounties for extra credit, the awkward bounty-identifying system makes it more trouble than it's worth.

- LucasArts 2
- 1 player
- 18 levels

ALAN ★★★
CHRIS ★★★
GEORGE ★★★★
SCOTT ★★★½
STEVEN ★★★★

TEEN T CONTENT RATED BY ESRB
Violence

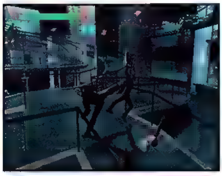
MINORITY REPORT

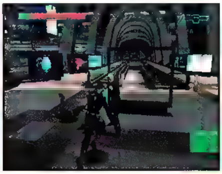
Last summer's smash sci-fi movie hits the GCN with concussion rifle force.

Precrime officer John Anderton battles his way to justice in Activision's third-person, story-based fighter, Minority Report, developed by TreyArch. While Anderton's video game likeness does not match his big-screen counterpart, Tom Cruise, the story does follow that of the film. As Anderton, you must uncover the Precrime law enforcement conspiracy that has led to your being framed for a future murder.

The game's 40 levels are packed with fighting action. If you want to conserve ammo, you can knock out opponents with 24 punching, kicking and enemy-tossing combos. Mission areas also hold lots of secrets where you can find hidden cash. Use it to purchase weapons, items and fighting combos.

The overall production value is similar to that of Activision and TreyArch's GCN Spider-Man game. The graphics have a consistent and interesting style, and the play control is intuitive. The camera movement is sometimes a little awkward in tight areas, which can lead to situations where enemies get a few shots off before you see them.





COMMENTS: **Steven**—Better as a brawler than a movie-related game, Minority Report excels more at giving players the thrill of throwing foes through plate-glass windows than experiencing the creepy gleam of the film or its provacative plot. **Alan**—Man, throwing people through glass is fun! I just can't get enough of this game. It's so simple and one-note that I almost feel guilty about liking it so much, but I just can't stop! **Chris**—The fighting is so overblown, it's like participating in a Hong Kong action flick. **George**—The difficulty is high. Since ammo is hard to find, you won't go far unless you perfect hand-to-hand combat.

- Activision 4
- 1 player
- 40 levels

ALAN ★★★★★
CHRIS ★★★★
JESSICA ★★★½
SCOTT ★★★★
STEVEN ★★★★

TEEN T CONTENT RATED BY ESRB
Violence

SKIES OF ARCADIA LEGENDS

Set sail for a high-flying pirate adventure in an updated Sega classic.

NINTENDO GAMECUBE
Skies of Arcadia
LEGENDS
SEGA
TEEN T

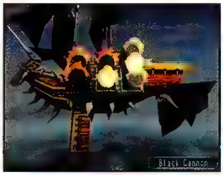
- Sega 3
- 1 player

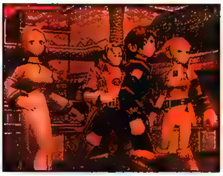
ALAN	★★★★½
CHRIS	★★★★
GEORGE	★★★★½
JESSICA	★★★★★
STEVEN	★★★★½

TEEN T CONTENT RATED BY ESRB
Mild Violence
Suggestive Themes

Skies of Arcadia originally developed for the Sega Dreamcast flies again with new story elements, new characters, new weapons and a new name—Skies of Arcadia Legends, exclusive to the Nintendo GameCube. Take on the role of Vyse, a young Blue Rogue air pirate, and sail the uncharted skies as you battle the evil Valuan Empire and your rivals, the Black Pirates. In addition to Vyse, the key characters include Vyse's childhood friend, Aika, and a mysterious girl named Fina.

Similar in style to Square Soft's Final Fantasy series, Skies of Arcadia Legends is an RPG with a deep and imaginative story, magical environments, interesting characters and captivating animation. The battles are turn-based, but they are far from static. The characters are constantly moving into position, and their attacks are bold and dramatic.

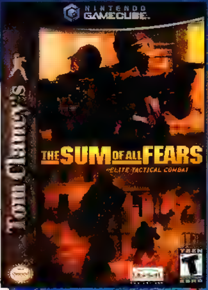




COMMENTS: **Jessica**—Skies of Arcadia Legends is a unique and beautiful RPG. The hours will fly by as you become completely engrossed in Arcadia and the people you meet there. **George**—The best-looking and most creative RPG to date for the GCN is full of fun and adventure. Once you start playing, it will be difficult to stop. **Steven**—Though the turn-based battle scenes grow a touch repetitive, Legends contains a thriving and diverse world. It's a don't-miss for RPG fans. **Alan**—Legends is a lot longer than Skies of Arcadia for the Dreamcast, with extra characters, secret subquests and new ship-related abilities. There are 40-50 hours of game play here. **Chris**—This title does an excellent job of spicing up game play variety by presenting both ship battles and combat melees, often one right after the next. The monstrous length of the game is an RPG fanatic's dream.

THE SUM OF ALL FEARS

Tom Clancy's tale of terrorism unfolds as a squad combat thriller.



- Ubi Soft 20
- 1 player
- 11 missions

ALAN	★★½
GEORGE	★★★½
JESSICA	★★★★
SCOTT	★★★
STEVEN	★★½

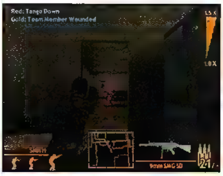
TEEN T CONTENT RATED BY ESRB
Violence

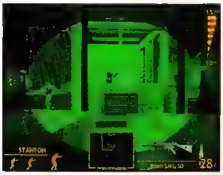
Terrorism and world politics take center stage in the first-person squad combat adaptation of Tom Clancy's The Sum of All Fears. As you lead a group of elite FBI agents through 11 dangerous missions, you'll use more than 15 types of firearms, plant bugs, destroy weapons caches and rescue hostages in an attempt to stop a terrorist organization from triggering a cataclysmic event.

The story begins when a rogue militia unit takes over a television station in West Virginia on New Year's Eve. After you eliminate the threat, you'll travel to the source of the militia and link the group to a plot to set off a nuclear device on U.S. soil.

Basic game play puts you in charge of a team of agents as you infiltrate areas and take out enemies. A map and a mission plan that provides your recommended path guide you to your goal. While you don't give commands to your fellow agents, they provide cover as you advance through each mission. If your character is defeated, you'll assume the role of one of the surviving agents.

The play control and graphics are on par with those of other recent first-person action games for the GCN. While the game is not outstanding in any one category, it is a solid shooter with a strong story and tense situations.



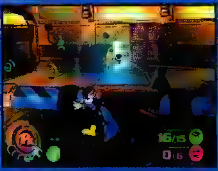


COMMENTS: **Jessica**—The Sum of All Fears is action-packed and captivating. It offers battle with an arsenal of both standard and creative weaponry. **Alan**—It's like they took all the tools and gadgets from other Tom Clancy games and decided to make a really slow FPS. If you like the Tom Clancy genre but you find the controls way too complex, this is a game for you. **Steven**—For an espionage title, the movement and sniping control is surprisingly sluggish.

DISNEY'S PK: OUT OF THE SHADOWS

- Ubi Soft 4
- 1 player
- 11 levels

EVERYONE E CONTENT RATED BY ESRB
Violence



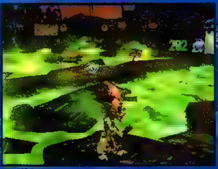
Short for Platyrhynchos Kineticus ("Duck of Energy"), PK is Donald Duck's superheroic alter ego. Armed with the energy-emitting X-Transformer and a wardrobe full of weapon-producing costume changes, PK is hot on the trail of a band of Evronian aliens who have evil intentions. Disney's PK: Out of the Shadows is straightforward sci-fi action with comic book style and lots of cool gadgets.

ALAN	★★½
GEORGE	★★★
JESSICA	★★★★
SCOTT	★★★½
STEVEN	★★★½

DR. MUTO

- Midway 3
- 1 to 2 players simultaneously

TEEN T CONTENT RATED BY ESRB
Comic Mischief
Mild Language
Mild Violence
Suggestive Themes



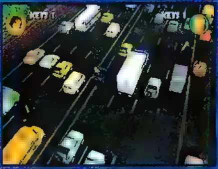
The fun and funny adventures of mad scientist Dr. Muto challenge you to patch together the accidentally exploded planet Midway. As you explore the game's four worlds you'll collect isotopes, blast enemies with your Splizz Gun and morph into six types of creatures, such as the powerful Doczilla and the small and mobile Gerbilous Doctorus. Special items allow you to jump higher, move faster and fire projectiles.

ALAN	★★★★
CHRIS	★★★½
JESSICA	★★★
SCOTT	★★★½
STEVEN	★★★★

MARY-KATE AND ASHLEY SWEET 16: LICENSED TO DRIVE

- Acclaim 4
- 1 to 4 players simultaneously

EVERYONE E CONTENT RATED BY ESRB



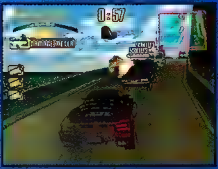
The Olsen twins celebrate their sixteenth birthday with a four-player party game. Players drive around two game boards and engage in 30 minigame challenges, many of which focus on racing—cars, personal watercraft, sailboards and ATVs. Your accomplishments unlock clothing, tunes and vehicle upgrades. The game is appropriate for players young and old. Its main weakness is the overall absence of Mary-Kate and Ashey's charismatic personalities.

ALAN	★★★
GEORGE	★★★½
JESSICA	★★★
SCOTT	★★½
STEVEN	★★½

WRECKLESS: THE YAKUZA MISSIONS

- Activision 19
- 1 to 2 players simultaneously

TEEN T CONTENT RATED BY ESRB
Violence



It's you against the Yakuza in 40 fast and frenzied car chases. Choose between two sets of missions—Dragon Adventure and Spy Story—and take to the streets in one of several speedy vehicles. Most missions challenge you to track down and demolish enemy vehicles, and anything else that is in your path. The story loses something in its translation from Japanese, but the game play is still crazy fun.

ALAN	★★★½
GEORGE	★★★★
JESSICA	★★★½
SCOTT	★★★★
STEVEN	★★★★

BLOOD OMEN 2

- Eidos 1
- 1player

MATURE M CONTENT RATED BY ESRB
Blood and Gore
Violence

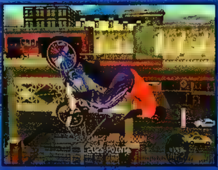
The latest installment in the Legacy of Kain series finds the once powerful vampire at odds with an army of vampire slayers. As you guide Kain through the game's beautifully detailed gothic environments, you'll use enhanced vampire powers to jump high, float to the ground and take on an onslaught of enemies in hand-to-hand combat. A difficulty setting allows you to adjust the challenge of blocking enemy attacks.

ALAN	★★★½
GEORGE	★★★★
JESSICA	★★★★½
SCOTT	★★★½
STEVEN	★★★★

BMX XXX

- Acclaim 18
- 1 to 2 players simultaneously
- 3 multiplayer games

MATURE M CONTENT RATED BY ESRB
Comic Mischief
Nudity
Strong Language
Strong Sexual Content



Testing the limits of good taste, BMX XXX features the type of jokes and visuals that you would expect to see in an R-rated "gross-out" comedy. Crude content aside, it's a solid and enjoyable BMX biking game. Select from more than a dozen riders, or create your own and accomplish 120 single-player challenges in eight large environments. Well-designed interface elements take the guesswork out of balancing and crossing gaps.

CHRIS	★★½
GEORGE	★★★★
JESSICA	★★★★
SCOTT	★★★½
STEVEN	★★★½

BUST-A-MOVE 3000

- Ubi Soft 1
- 1 to 2 players simultaneously

EVERYONE E CONTENT RATED BY ESRB

The Bust-a-Move series once again offers hours of fun for action-puzzle fans. Faced with a clump of brightly colored balls at the top of the screen, you must fire more balls skyward to color-match and dissolve the mass. The first GCN game in the series presents thousands of colored-ball combinations with bright, shiny graphics and upbeat music. You can play solo, against the computer or against another player.

[illegible]	★★★½
CHRIS	★★
GEORGE	★★★
SCOTT	★★★
STEVEN	★★★½

DEAD TO RIGHTS

- Namco 10
- 1 player
- 15 chapters

MATURE M CONTENT RATED BY ESRB

Blood
Mature Sexual Themes
Violence

Dead to Rights explodes onto the GCN with movielike action, gratuitous, M-rated violence and corny noirish dialogue. Officer Jack Slate takes down criminals with a large assortment of firearms, powerful punches and enemy-disarming kicks. He dives to the pavement while firing his guns in slow motion, hotwires vehicles and picks off propane tanks in midair so they detonate over a crowd of thugs—nonstop thrills and intuitive play control.

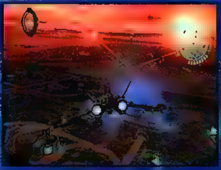
ALAN	★★★★
CHRIS	★★★★
JESSICA	★★★★
SCOTT	★★★★
STEVEN	★★★★

DEFENDER

- Midway 1
- 1 to 2 players simultaneously

TEEN T CONTENT RATED BY ESRB

Violence



Early '80s arcade classic Defender comes to the GCN with a 3-D makeover and a load of new features. The basic objectives are the same—blast aliens and save colonists. Choose from six ships that rate in four categories (speed, armor, agility and strength) and outfit your ship with a variety of weapons. Since Defender has similiarities to many other flying fighters, it doesn't innovate in the way that the original game did.

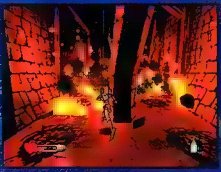
[illegible]	★★★½
CHRIS	★★½
JESSICA	★★★
SCOTT	★★★
STEVEN	★★★½

DRAGON'S LAIR 3-D

- Encore 19
- 1 player

TEEN T CONTENT RATED BY ESRB

Mild Violence



Dirk the Daring springs into action in a 3-D adventure inspired by the Dragon's Lair coin-op classic. As you guide Dirk through his effort to save Princess Daphne, you'll run, jump, climb and attack over 30 kinds of enemies. The graphics and animation are as amazing and fun to watch as they were in the original. Play control is clumsy at times, and jumping gaps can be frustrating, but the overall playing experience is fun.

ALAN	★★
GEORGE	★★★
JESSICA	★★★
SCOTT	★★★★
STEVEN	★★★

FIREBLADE

- Midway 2
- 1 player
- 18 missions

TEEN T CONTENT RATED BY ESRB

Blood and Gore
Violence

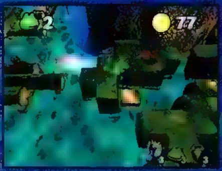
As a member of the elite FireBlade force, you must wipe out the threat of a terrorist attack over the course of 18 missions in four campaigns. You can take command over a Vendetta attack gunship or a Carrier chopper and use a wide variety of weapons to clear away enemy forces—laser-guided homing missiles, Sniper Cannons and a Rail Gun. Mission objectives are not always clear, but the basic game play is straightforward.

[illegible]	★★★
CHRIS	★★½
JESSICA	★★★★
SCOTT	★★★½
STEVEN	★★★

FROGGER BEYOND

- Konami 3
- 1 player

EVERYONE E CONTENT RATED BY ESRB



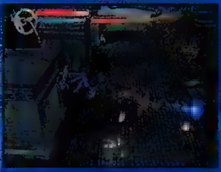
Classic character Frogger sets off on a new adventure one hop at a time in Konami's Frogger Beyond. To prove his worth to the frog council, the hero must hop across seven enemy-filled worlds and return home in one piece. Basic game play uses the Control Pad, instead of the Control Stick to move the hero onto floating platforms and around a large variety of enemies. Three types of power-ups give Frogger extra speed and strength.

ALAN	★★★
CHRIS	★★½
GEORGE	★★★
JESSICA	★★★½
STEVEN	★★★½

HUNTER: THE RECKONING

- Interplay 2
- 1 to 4 players simultaneously

MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Violence



Vampires, zombies and other monsters are running wild on the streets. As a Hunter, you must blast your way through 20 types of enemies in 23 environments. You can select from four characters that vary in five ability categories—strength, accuracy, speed, conviction and stamina. Up to four players can participate at once in single-screen cooperative play. The camera stays above the characters, resulting in Gauntlet-style game play.

ALAN	★★★½
GEORGE	★★½
JESSICA	★★★★½
SCOTT	★★★
STEVEN	★★★½

MORTAL KOMBAT: DEADLY ALLIANCE

- Midway 1
- 1 to 2 players simultaneously

MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Violence

3 HITS
DAMAGE
CRANE
NUNCHAKU

Featuring an all-new fighting system, smooth control and tons of extras, the first Mortal Kombat game for the GCN is a must-have for fans of brutal battlers. Select from more than 20 combatants, enter Arcade Mode to avenge the death of Liu Kang or embark on a Konquest to earn Kurrency and unlock characters, arenas and movies. Each character employs three fighting styles and dozens of combo moves.

ALAN	★★★★
CHRIS	★★★
GEORGE	★★★★
JESSICA	★★★★★
SCOTT	★★★½

REIGN OF FIRE

- BAM! Entertainment 3
- 1 player

TEEN
T
CONTENT RATED BY ESRB
Blood
Violence

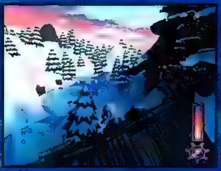
Swarms of dragons take over the planet in apocalyptic thriller Reign of Fire. BAM! Entertainment's adaptation of the movie is a third-person vehicular shooter, in which you control either humans or dragons in an all-out war. The action moves at a quick pace, and the missions advance toward a satisfying conclusion. In addition to battling dragons with a collection of guns and missiles, you can put out fires before they spread.

ALAN	★★★★
CHRIS	★★½
GEORGE	★★★
JESSICA	★★★½
STEVEN	★★★

RUGRATS ROYAL RANSOM

- THQ 11
- 1 to 2 players simultaneously

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief



Tommy, Chuckie and the rest of the Rugrats gang attempt to dethrone Angelica, the queen of the Play Palace 3000, in a minigame-packed adventure. Activities include a river race against hungry crocodiles, a ride on a magic carpet and plenty of obstacle courses in exotic locations. Each of the Play Palace's nine fantasy environments features three to four challenges. As you advance through the adventure, you'll unlock two-player games.

ALAN	★★★
GEORGE	★★★
JESSICA	★★★★
SCOTT	★★★½
STEVEN	★★★★

SUPER BUBBLE POP

- Jaleco 1
- 1 to 2 players simultaneously
- 150 puzzles

EVERYONE
E
CONTENT RATED BY ESRB

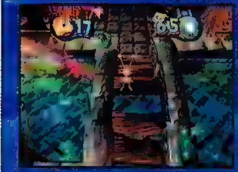
Super Bubble Pop offers more than 150 levels of color-matching puzzle action set to a techno beat. You can select from five DJ characters, then toss colored bubbles onto a dance-floorlike field. Every time you stack three bubbles of a single color, the bubbles will pop, sometimes sending you a power-up that gives you extra time or a special move. Since matches can be made only through stacking, game play can be limiting and monotonous.

ALAN	★★
GEORGE	★★
JESSICA	★★½
SCOTT	★★½
STEVEN	★★★★

ZAPPER

- Infogrames 5
- 1 to 4 players simultaneously
- 18 levels

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief



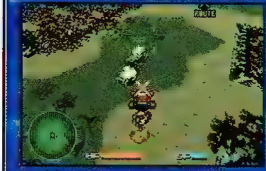
Crazy cricket Zapper hops through 18 levels of madcap action in four worlds to save his brother from mad magpie Maggie. The basic game play is similar to that of the games in the Frogger series. Zapper hops from one space to the next, while encountering a collection of wandering creatures and zapping them with his supercharged antennae. Multiplayer action offers a choice of five activities in unlocked levels.

ALAN	★★½
GEORGE	★★½
JESSICA	★★★
SCOTT	★★★
STEVEN	★★★½

CAR BATTLER JOE

- **Natsume/64 Megabits**
- **1 to 4 players simultaneously**
- **Multi-Pak Game Link**

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



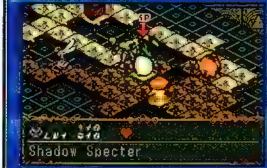
Mixing driving challenges with RPG depth, Car Battler Joe is a one-of-a-kind adventure that puts you behind the wheel of a tricked-out Gun Vehicle. By carrying out missions, you can earn experience points, cash and parts that will help you build your character and your car. Missions range from transporting cargo to taking on roving rogues in vehicular battle. Up to four players can battle each other in their souped-up cars.

ALAN	★★★★★
CHRIS	★★★★½
GEORGE	★★★½
JESSICA	★★★★½
SCOTT	★★★★

YU-GI-OH! DUNGEON DICE MONSTERS

- **Konami/64 Megabits**
- **1 to 2 players alternating**
- **Multi-Pak Game Link**

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



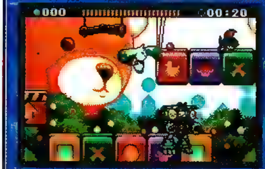
The Yu-Gi-Oh! duel continues with a follow-up to The Eternal Duelist Soul. Enter your choice of six Dungeon Dice tournaments and take on a field of 15 opponents in a battle of monster clashes and territory control. By selecting and rolling dice, you can conjure monsters and clear a path to your opponent. The rules are complex, but most players will get the gist of the game after a few battles.

ALAN	★★½
CHRIS	★★★½
GEORGE	★★★
JESSICA	★★★★
STEVEN	★★★★

DIGIMON BATTLESPIRIT

- **Bandai/64 Megabits**
- **1 to 2 players simultaneously**
- **Multi-Pak Game Link**

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief
Mild Violence



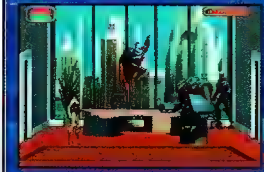
The one-on-one battle action of Digimon BattleSpirit has similarities to the basic game play of the Super Smash Bros. series. You can select from seven Digimon characters and unlock more as the game progresses; your Digimon fight in your choice of seven arenas. Each character has a punching attack and a projectile attack. Battlers can pick up and toss items and temporarily transform into large, powerful beasts.

ALAN	★★★
CHRIS	★★★
GEORGE	★★★½
JESSICA	★★★½
STEVEN	★★★★

JUSTICE LEAGUE: INJUSTICE FOR ALL

- **Midway/64 Megabits**
- **1 player**

EVERYONE
E
CONTENT RATED BY ESRB
Violence



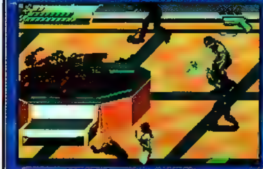
It's superheroes versus supervillains when the Justice League takes on Lex Luthor's band of baddies. Over the course of 12 levels, you'll guide Superman, Batman, Wonder Woman and four other crime fighters in a battle against maniacal robots and vicious thugs. Some members of the group can fly. Others run quickly or jump across rooftops. The heroes are big and bold, with solid control and smooth animation.

ALAN	★★½
CHRIS	★★
GEORGE	★★★★
JESSICA	★★½
STEVEN	★★★

MINORITY REPORT

- **Activision/64 Megabits**
- **1 player**

TEEN
T
CONTENT RATED BY ESRB
Violence



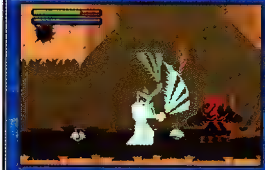
The cop becomes the criminal in Activision's action-packed Minority Report. As Officer John Anderton, accused of a precrime that you have no intention of committing, you must fight through 10 futuristic levels to clear your name. You can run, roll, duck for cover and pilot a jetpack as you battle bad guys with seven types of weapons. Overall control is intuitive, but target selection is awkward.

ALAN	★★½
CHRIS	★★½
GEORGE	★★★
JESSICA	★★½
STEVEN	★★★½

SAMURAI JACK: THE AMULET OF TIME

- **BAM!/64 Megabits**
- **1 player**

TEEN
T
CONTENT RATED BY ESRB
Mild Violence



Lost in time, Samurai Jack must search seven lands for the jewels that belong to a powerful amulet. Once he has put the pieces together, he can find and defeat shape-shifting wizard Aku. Jack uses a variety of authentic samurai fighting moves and weapons, such as Tiger Claws and a Battle Hammer. Jumping across wide gaps can be difficult because of the angular shapes of the game's platforms.

ALAN	★★★
CHRIS	★★★
GEORGE	★★★
JESSICA	★★★½
STEVEN	★★★½

THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS VS. JIMMY NEGATRON

- THQ/32 Megabits
- 1 to 4 players simultaneously
- Single Game Link
- Multi-Pak Game Link

EVERYONE E
Comic Mischief
CONTENT RATED BY ESRB

Jimmy Neutron's second GBA adventure offers action and thrills of the 3-D platformer variety. Guide Jimmy through 11 levels as he attempts to save Retroville from his evil alter ego, Jimmy Negatron. Your enemy-crushing tools include the Shrink Ray, the Robot Disassembling Ray, the Dimension Jump Ray and Goddard, Jimmy's robot dog. In multiplayer battles, players can control Neutron or Negatron.

ALAN ★★★★
CHRIS ★★
GEORGE ★★½
JESSICA ★½
SCOTT ★★

ALTERED BEAST: GUARDIAN OF THE REALMS

- THQ/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

TEEN T
Mild Violence
CONTENT RATED BY ESRB

Inspired by Greek mythology, Altered Beast: Guardian of the Realms is a side-scrolling fighter that challenges you to take on huge hordes of creatures in hand-to-hand combat on 16 long levels. You can collect power-ups for special attacks and transform into 13 different creatures, such as a dragon and a scorpion. Two players can participate in cooperative play. Up to four players can join in a free-for-all battle.

ALAN ★★★
CHRIS ★★
GEORGE ★★½
JESSICA ★★★½
STEVEN ★★★

CASPER

- Microids/32 Megabits
- 1 player
- 6 levels

EVERYONE E
CONTENT RATED BY ESRB

Dr. Harvey has transformed into a sleepwalking zombie. You must guide the doctor's pal, Casper, through five stages and lead Dr. Harvey to the zombie cure. You'll keep the doctor on track by manipulating the environment and avoiding traps. Six ghostly transformations give you the power to scare the doctor into running, cover holes in the floor and perform other maneuvers that will bring you closer to your goal.

ALAN ★★½
CHRIS ★★★
GEORGE ★★
JESSICA ★★
SCOTT ★★★

CRAZY CHASE

- Kemco/32 Megabits
- 1 player
- 5 levels

EVERYONE E
Comic Mischief
CONTENT RATED BY ESRB

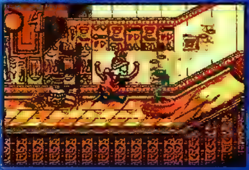
Super NES action spectacular Kid Klown in Crazy Chase comes to the GBA with five diagonally scrolling levels of wacky fun. Blue meanie Dirty Joe has kidnapped Princess Honey and it's up to Kid Klown to save the day. You must guide Kid Klown ahead of the burning fuse and make it to the end of each stage before the bomb goes off. The diagonal movement of the levels is more distracting than innovative.

ALAN ★★★½
CHRIS ★★½
GEORGE ★★★
JESSICA ★★★½
STEVEN ★★★½

CRASH BANDICOOT 2: N-TRANCED

- Universal Interactive/ 64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E
Mild Violence
CONTENT RATED BY ESRB



Crash Bandicoot is back on the GBA for another big adventure, and this time both Crash and bad guy N. Tropy have help. Coco and Crunch join in the action on Crash's side, each with their own levels, and new baddie N. Trance aids N. Tropy in the plotting and scheming. The single-player game covers more than 30 levels with new nonlinear level progression. Multiplayer games include 3-D battles on a giant sphere.

[illegible] ★★★★
GEORGE ★★★★
JESSICA ★★★★½
SCOTT ★★★★
STEVEN ★★★½

DAVID BECKHAM SOCCER

- Majesco/32 Megabits
- 1 player
- 200 teams

EVERYONE E
CONTENT RATED BY ESRB

Manchester United Midfielder David Beckham endorses Majesco's take on the world's most popular sport. Friendly Mode lets you to set up a match between any of 200 teams. Competition Mode offers tournament play or Euro League action. Season Mode gives you the chance to select a team from any of eight leagues and play for the championship. Game play is not quite up to speed with EA's FIFA Soccer 2003.

ALAN ★★½
CHRIS ★★½
GEORGE ★★½
JESSICA ★★★★
SCOTT ★★★½

DAVIS CUP TENNIS

- Ubi Soft/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE

Sixteen international teams play for the Silver Trophy in Davis Cup Tennis. Select the country that you will represent, then build your team from a field of fictional tennis stars. Players' skills vary in four categories: speed, return, accuracy and serve. As you win matches in the four-round knock-out tournament, you'll earn stats to make your team better. You can enter your built-up team in multiplayer competitions.

ALAN	★★★
CHRIS	★★★½
GEORGE	★★★
JESSICA	★★½
STEVEN	★★★

DEFENDER

- Midway/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE

Animated Blood
Violence

Three versions of the first side-scrolling shooter give Defender for the GBA old-school flair. The Pak includes the original game as it was released in 1980, the original with updated graphics and a new take that doesn't stray far from the classic formula. You can choose from a handful of ships that vary in shield strength, speed rating and weapons configuration. Multiplayer action includes competitive and cooperative play.

ALAN	★★★★
CHRIS	★★
GEORGE	★★★
JESSICA	★★★½
STEVEN	★★½

DEFENDER OF THE CROWN

- Metro3D/32 Megabits
- 1 player

EVERYONE

Mild Violence

Play the part of a British lord during the time of Robin Hood, chivalry and Norman invasions in the GBA-adapted classic Defender of the Crown. The game's strategic aspects allow you to amass armies and take over territories. The action-oriented activities have you attacking castles and entering jousting tournaments. Although the the action sections are weak, the overall game play experience is loads of fun.

ALAN	★★★★½
CHRIS	★★½
GEORGE	★★★½
JESSICA	★★★
SCOTT	★★★

DENKI BLOCKS!

- Majesco/32 Megabits
- 1 to 4 players alternating
- 270 puzzles

EVERYONE

Offering 270 puzzles, Denki Blocks! challenges you to slide blocks and form specified shapes. Go up against seven Puzzle Island challengers for the title of Puzzle Master or play head-to-head with up to three other players using one GBA and one Game Pak. Some puzzles have move and time limits. Your puzzle-solving accomplishments earn you Denki Stars, which allow you to unlock special puzzles.

ALAN	★★★★½
CHRIS	★★★★½
GEORGE	★★★½
JESSICA	★★★★½
SCOTT	★★★

DEXTER'S LABORATORY: CHESS CHALLENGE

- BAM!/64 Megabits
- 1 to 2 players alternating
- Multi-Pak Game Link

EVERYONE

Comic Mischief

Boy genius Dexter faces off with Dee Dee, Mandark and Major Glory in a challenging chess simulation. Since the chess sets have Dexter's Laboratory themes, part of the challenge is in identifying the pieces. In addition to a single-player tournament, a quick game and a match between linked-up players, the game includes chess scenarios, in which you must earn a checkmate in a predetermined number of moves.

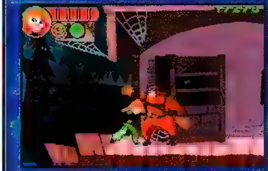
ALAN	★★★★
CHRIS	★½
GEORGE	★★
JESSICA	★★★½
STEVEN	★★½

DISNEY'S KIM POSSIBLE: REVENGE OF MONKEY FIST

- Disney Interactive/64 Megabits
- 1 player

EVERYONE

Mild Violence



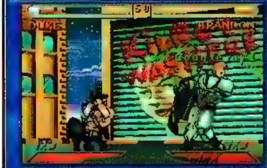
Cartoon heroine Kim Possible jumps, cartwheels and kicks through eight levels of side-scrolling action in an effort to rescue Ron Stoppable from the clutches of Dr. Drakken and Monkey Fist. By collecting and using gadgets such as the Hair Dryer Grappling Gun and the Lipstick Laser, Kim can overcome obstacles and defeat enemies. Every level completion unlocks a movie clip from the cartoon series.

ALAN	★★★½
CHRIS	★★½
GEORGE	★★½
JESSICA	★★★★½
SCOTT	★★★

DUAL BLADES

- Metro 3D/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

MATURE M CONTENT RATED BY ESRB
Animated Blood Violence



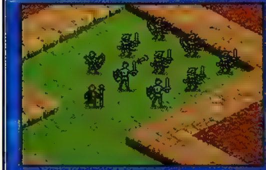
Multihit combos and large characters make Dual Blades a brutal 2-D fighting game with strong similarities to the Street Fighter II series. Choose from eight cool fighters and use a variety of moves to KO a constant stream of combatants. Fighting game enthusiasts will appreciate the precise control and gruesome finishing moves. Casual fighting game fans may find the action to be slow.

ALAN	★★★½
CHRIS	★★★★
GEORGE	★★½
SCOTT	★★★
STEVEN	★★★

DUNGEONS & DRAGONS: EYE OF THE BEHOLDER

- Infogrames
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Mild Violence



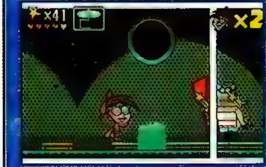
Dungeons & Dragons has been synonymous with hard-core turn-based role-playing adventure. Eye of the Beholder carries on the D&D tradition by offering a long story that has you fighting an evil force in Waterdeep. You can form a party of six characters, selecting from existing fighters or creating your own characters. The game does not use a 3-D engine for dungeon navigation. Instead, it presents a series of still images.

ALAN	★½
GEORGE	★★★
JESSICA	★½
SCOTT	★★★
STEVEN	★★½

THE FAIRLY ODD PARENTS: ENTER THE CLEFT

- THQ/32 Megabits
- 1 player
- 20 stages

EVERYONE E CONTENT RATED BY ESRB
Comic Mischief



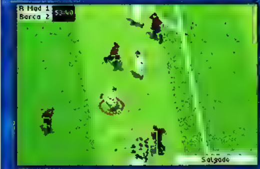
Timmy Turner becomes superhero The Cleft for a 20-stage adventure through five worlds in side-scroller The Fairly Odd Parents: Enter the Cleft from THQ. The stylized art and creative characters that have made the Nickelodeon series a hit translate perfectly to the GBA. You'll start with a water pistol to ward off enemies, then purchase more gadgets—such as a flying Gyro and a Megaphone—as you progress.

ALAN	★★½
CHRIS	★★★
GEORGE	★★★★
JESSICA	★★★½
SCOTT	★★★

FIFA SOCCER 2003

- EA/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



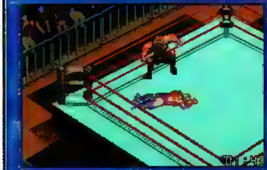
Offering the most authentic GBA soccer experience yet, FIFA Soccer 2003 allows you to select from hundreds of teams in 16 leagues. Each team sports its real-life lineup, logo and uniform. You can join in a friendly match across leagues or enter one of 17 competitions, including battles for the UEFA Trophy and the European Champions Cup. The graphics show detailed characters with smooth animation.

ALAN	★★★★
CHRIS	★★★½
GEORGE	★★★★½
JESSICA	★★★½
SCOTT	★★★★

FIRE PRO WRESTLING 2

- BAM!/64 Megabits
- 1 to 4 players alternating
- Multi-Pak Game Link

TEEN T CONTENT RATED BY ESRB
Mild Violence



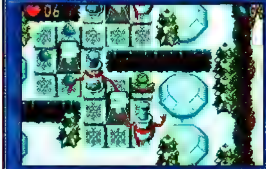
Like its predecessor, Fire Pro Wrestling 2 offers hundreds of wrestlers in more than a dozen fictional wrestling organizations and more than 1,000 move combinations. The new game features updated graphics, the Ironman Road tournament and a practice dojo. You can create your own wrestler, select from 10 fighting styles and participate in exhibition matches, Gruesome matches and a Battle Royal.

ALAN	★★★
CHRIS	★★★
GEORGE	★★★½
JESSICA	★★
SCOTT	★★★

FROGGER'S ADVENTURES 2: THE LOST WAND

- Konami/64 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



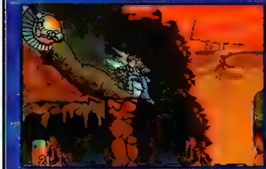
Hopping hero Frogger has been dreaming of another adventure, and his dreams come true in Frogger's Adventures 2. Hocus, the ruler of the Magic World, has lost the five pieces of his Eternity Wand, and you must guide Frogger through five enchanted islands to find them. Jumping forward, backward, left and right, you must make your way to the destination without getting squashed by 20 types of enemies.

ALAN	★★★★
CHRIS	★★★
GEORGE	★½
JESSICA	★★★★
STEVEN	★★★½

GALIDOR: DEFENDERS OF THE OUTER DIMENSION

- EA/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Mild Violence



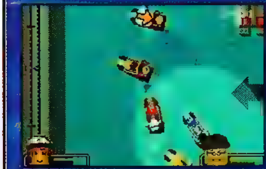
Nick Bluetooth fights to rescue his Galidor gang in a 21-level GBA adventure based on the TV series. As you jump through Inter-Dimensional Causeways and take on the agents of Gorm, you can collect Glinching abilities such as the Amphib Jump, Power Wings and Ballistic Energizer, which allow you to overcome obstacles and defeat enemies. You'll also control vehicles from the show in 3-D driving levels.

ALAN	★★★
CHRIS	★★½
GEORGE	★★★★
JESSICA	★★★★
STEVEN	★★★★

ISLAND XTREME STUNTS

- EA/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



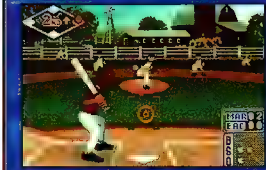
LEGO characters participate in a collection of nine minigames on LEGO Island in Island Xtreme Stunts. As stuntman Pepper, you must outperform your rival, Brickster, in one dangerous competition after the next: races in a variety of fast vehicles, an extreme skateboarding demonstration, a color-matching puzzle with pizzas and a boxing match. The difficulty is appropriate for very young gamers.

ALAN	★★★½
GEORGE	★★★½
JESSICA	★★★
SCOTT	★★½
STEVEN	★★★

LITTLE LEAGUE BASEBALL 2002

- NewKidCo/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB



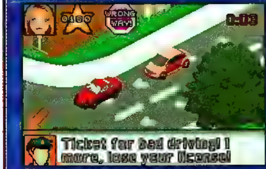
Little League Baseball 2002 is basic baseball with easy-to-understand controls. Three difficulty levels offer a challenge to match your abilities. T-Ball Mode lets you hit the ball from a T. Minor and Major Modes show where the pitcher is aiming, so you can connect with the ball every time. In World Series Mode, you'll play against progressively more talented teams on your way to the championship.

ALAN	★★★
CHRIS	★★½
GEORGE	★★½
JESSICA	★★★★½
SCOTT	★★★½

MARY-KATE AND ASHLEY SWEET 16: LICENSED TO DRIVE

- Acclaim/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



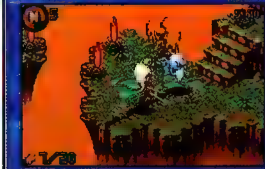
Mary-Kate and Ashley hit the road in a driving game packed with an adventure, seven minigames and a collection of multiplayer races. With driver's licenses in hand, the sisters set out to earn their parents' trust by running errands. As you guide either Mary-Kate or Ashley through the adventure, you must follow directions, avoid traffic and obey the rules.

ALAN	★★★
CHRIS	★★½
GEORGE	★★★
JESSICA	★★★
SCOTT	★★★

MASTERS OF THE UNIVERSE HE-MAN: POWER OF GRAYSKULL

- TDK Mediactive/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Violence



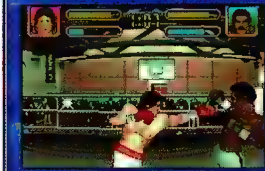
Battle through 13 missions of isometric-view sword-fighting action in He-Man's Game Boy Advance debut. As you venture across Eternia, you'll battle Skeletor's skeleton army and take on six bosses, including Clawful, Tri-Klops and Skeletor. Crystals, keys and other pickups will help you open doors and access new areas. Orbs and shrines will give you added strength and defensive power.

ALAN	★★
CHRIS	★★★
GEORGE	★★★½
SCOTT	★★★★
STEVEN	★★★½

ROCKY

- Ubi Soft/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB
Violence



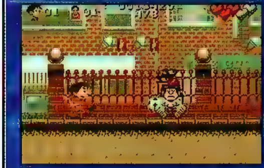
Rocky Balboa's heavyweight saga unfolds in Ubi Soft's Rocky for the GBA. Movie Mode follows the story of each Rocky movie, starting with matches against three lower-card fighters and progressing to a battle with Apollo Creed. It continues until you match wits with Tommy Gunn, the challenger in *Rocky V*. After each match, you can undergo training and build your fighter's strength, stamina and endurance.

ALAN	★★★
CHRIS	★★★½
GEORGE	★★★
JESSICA	★★★
SCOTT	★★★½

SOCCER KID

- Telegames/32 Megabits
- 1 player
- 15 levels

EVERYONE E CONTENT RATED BY ESRB — Comic Mischief



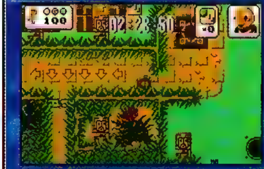
Aliens have placed pieces of the Universal Soccer Trophy in five locations. You must travel through 15 side-scrolling levels, battle adversaries such as skateboarders and construction workers, and search for the trophy pieces. You can run, jump and perform sliding tackles. Enemies are often almost impossible to avoid. If you have a soccer ball, you can use it as a weapon or as a tool to reach high places.

ALAN	★★★★
CHRIS	★★★½
GEORGE	★½
JESSICA	★★½
SCOTT	★★★

TURBO TURTLE ADVENTURE

- Majesco/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB



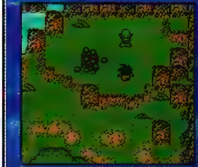
The overhead-view puzzle action of Turbo Turtle Adventure draws comparisons to Super Monkey Ball in the way that the main character rolls through the game's 60 levels in seven environments. As you guide the speedy creature to his goal, you can use items to jump over gaps and build bridges, and use special shells for added acceleration, traction and power to blast through obstacles. Fans and magnets add elements of danger.

ALAN	★★★½
CHRIS	★★★
GEORGE	★★★½
JESSICA	★★★
STEVEN	★★★

DRAGON BALL Z: LEGENDARY SUPER WARRIORS

- Infogrames
- 1 to 2 players alternating
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB — Mild Violence



Dragon Ball Z's Saiyan Saga comes to the GBC in the form of a trading card battle game. Collect cards, then use them to build your own battle deck and face off with Dragon Ball Z characters—Piccolo, Nappa, Vegeta, Frieza, Cell and Buu. You'll start by controlling Gohan then take command over the opponents that you defeat. The game's five card types each perform a different function battle. Some cards build your character's strength while others allow you to attack opponents or defend against their attacks.

ALAN	★★½
CHRIS	★½
GEORGE	★★★
JESSICA	★★★
STEVEN	★★★½

KEY

GCN GBA GBC 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN: RPG, SPORTS, STRATEGY, ADVENTURE, SHOOTER, RACING, PLATFORM, ARCADE, PUZZLE, FIGHTING

ANDY: ADVENTURE, SHOOTER, PLATFORM, PUZZLE, ARCADE, FIGHTING, RACING, SPORTS, RPG, STRATEGY

CHRIS: ADVENTURE, SPORTS, ARCADE, STRATEGY, SHOOTER, RPG, PUZZLE, RACING, PLATFORM, FIGHTING

GEORGE: STRATEGY, ADVENTURE, RPG, PUZZLE, SPORTS, ARCADE, PLATFORM, RACING, FIGHTING, SHOOTER

JESSICA: RPG, STRATEGY, PUZZLE, ADVENTURE, PLATFORM, ARCADE, FIGHTING, RACING, SPORTS, SHOOTER

SCOTT: STRATEGY, ADVENTURE, RPG, SPORTS, SHOOTER, PLATFORM, RACING, PUZZLE, ARCADE, FIGHTING

STEVEN: RPG, ADVENTURE, STRATEGY, SHOOTER, PLATFORM, ARCADE, PUZZLE, RACING, FIGHTING, SPORTS

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD eC	Early Childhood
TEEN T	Teen (13+)
ADULTS ONLY AO	Adult (18+)
EVERYONE E	Everyone
MATURE M	Mature (17+)
RATING PENDING RP	Rating Pending

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PLAYER'S PULSE ART OF THE MONTH OFFICIAL CONTEST RULES

No purchase necessary to enter or win. Purchase will not increase odds of winning. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. The sponsor of the Contest is NOA of Redmond, Washington. Void where prohibited. To enter print your name, address, telephone number, on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Contest will be run monthly from January 1, 2003 to January 1, 2004 or until Nintendo discontinues the Contest (the "Term"). Material submitted to NOA in connection with the Contest (e.g., art, letters, creative suggestions, ideas, notes, drawings, concepts, or other information (collectively, the "Submissions"), shall be and shall remain the property of NOA upon submission, including all associated copyright, trademark and other proprietary rights. Submissions will not be returned to you. None of the Submissions shall be subject to any obligation of confidence on NOA's part, and NOA shall not be liable for any use or disclosure of any Submissions. You agree that NOA will own all rights to the Submissions forever and throughout the world, and NOA may use the Submissions in any manner or medium now existing or developed in the future, without any compensation to you or any other person or entity. You may only submit material that is original and has not been copied from any other work. Any material you submit must not violate, misappropriate or infringe any copyright, trademark or other proprietary right of any other person or entity. All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Contest, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month" NOA will attempt to notify winners by mail by the 20th of the following month after winner selection. Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2003 and before January 31, 2004, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent, and their affiliates, directors, officers and employees from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are © 2003 Nintendo.

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EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics
Mild Violence

PlayStation 2
NINTENDO GAMECUBE
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THE NINDEX

GAME INDEX VOLUME 165—FEBRUARY 2003

The Adventures of Jimmy Neutron Boy Genius vs. Jimmy Negatron: 159
All-Star Baseball 2004: 24
Altered Beast: Guardian of the Realms: 159
Animal Crossing: 81, 94
Army Men: Air Combat "The Elite Missions": 22
Army Men: Sarge's War: 22
Batman: Dark Tomorrow: 20
Blood Omen 2: 155
BMX XXX: 155
Bust-a-Move 3000: 156
Car Battler Joe: 120-121, 158
Casper (GBA): 159
Crash Bandicoot 2: N-Tranced: 158
Crazy Chase: 159
Daredevil: 23
David Beckham Soccer: 159
Davis Cup Tennis: 160
Dead to Rights: 156
Defender (GCN): 156
Defender (GBA): 160
Defender of the Crown: 160
Denki Blocks!: 160
Dexter's Laboratory: Chess Challenge: 160
Die Hard Vendetta: 88-93
Digimon Battlespirit: 149, 158
Disney's Kim Possible: Revenge of Monkey Fist: 138-141
Disney's PK: Out of the Shadows: 146, 155
Dr. Muto: 147, 155
Dragon Ball Z: Legendary Super Warriors: 25, 163
Dragon's Lair 3-D: 156
Dual Blades: 161
Duke Nukem Advance: 86
Dungeons & Dragons: Eye of the Beholder: 161
Enter the Matrix: 20
The Fairly Odd Parents: Enter the Cleft: 161
FIFA Soccer 2003 (GBA): 161
Fire Pro Wrestling 2: 161
Fireblade: 156
Frogger Beyond: 156
Frogger's Adventures 2: The Lost Wand: 161
Galidor: Defenders of the Outer Dimension: 162
Golden Sun: 112
GT Advance 3: 24
Harry Potter & the Chamber of Secrets (GCN): 112
Harry Potter & the Chamber of Secrets (GBC): 138-141
Harvest Moon: A Wonderful Life: 116
Harvest Moon: Friends of Mineral Town: 116
High Heat Major League Baseball 2004: 20
Hitman 2: Silent Assassin: 69
Hunter: The Reckoning: 157
Island Xtreme Stunts: 162
James Bond 007: NightFire (GBA): 25
Jazz Jackrabbit: 24
Justice League: Injustice for All: 149, 158
Kelly Slater's Pro Surfer (GCN): 81
Killer 7: 68
The Legend of Zelda: Ocarina of Time Master Quest: 30, 43
The Legend of Zelda: The Wind Waker: 30, 34-42
Little League Baseball 2002: 162
The Lord of the Rings: The Two Towers (GCN): 44-50, 152
Mario 128: 20
Mario Party-e: 142-143
Mary Kate & Ashley Sweet 16: Licensed to Drive (GCN): 147, 155
Mary Kate & Ashley Sweet 16: Licensed to Drive (GBA): 162
Masters of the Universe: He-Man: Power of Grayskull: 162
Medal of Honor: Frontline: 80
Mega Man and Bass: 23
Mega Man Battle Network: Transmission: 22
Metroid Fusion: 85
Minority Report (GCN): 60-67, 153
Minority Report (GBA): 150, 158
Mission Impossible—Operation Surma: 26
Mortal Kombat: Deadly Alliance: 157
NASCAR Thunder 2003: 86
NBA 2K3: 81
Pikmin 2: 20
Pokémon Ruby: 30
Pokémon Sapphire: 30
Rally Championship: 24
Rayman 3: Hoodlum Havoc (GCN): 74
Red Faction II: 70
Reign of Fire (GCN): 157
Resident Evil 2: 72
Resident Evil 3: Nemesis: 72
Resident Evil 4: 68
Robotech: BattleCry: 86
Rocky (GBA): 162
RTX Red Rock: 71
Rugrats Royal Ransom: 157
Samurai Jack: The Amulet of Time: 150, 158
Shrek Super Party: 24
Skies of Arcadia Legends: 122-129, 154
Smuggler's Run: Warzones: 81
Soccer Kid: 163
SpongeBob SquarePants: Revenge of the Flying Dutchman (GCN): 24
Spyro 2: Season of Flame: 86
Star Fox Adventures: 82-83, 112
Star Wars Bounty Hunter: 52-57, 153
Star Wars: The Clone Wars: 81
Summoner: A Goddess Reborn: 117-119
Super Bubble Pop: 157
Super Monkey Ball 2: 84
Superman: Shadow of Apokolips: 22
Tom Clancy's Ghost Recon: 68
Tom Clancy's Splinter Cell: 68
Tom Clancy's The Sum of All Fears: 148, 154
Turbo Turtle Adventure: 163
Ultimate Muscle: Legends vs. New Generation: 25
Vexx: 22
Wreckless: The Yakuza Missions: 148, 155
XIII: 68
Yu-Gi-Oh! Dungeon Dice Monsters: 132-137, 158
Zapper (GCN): 157

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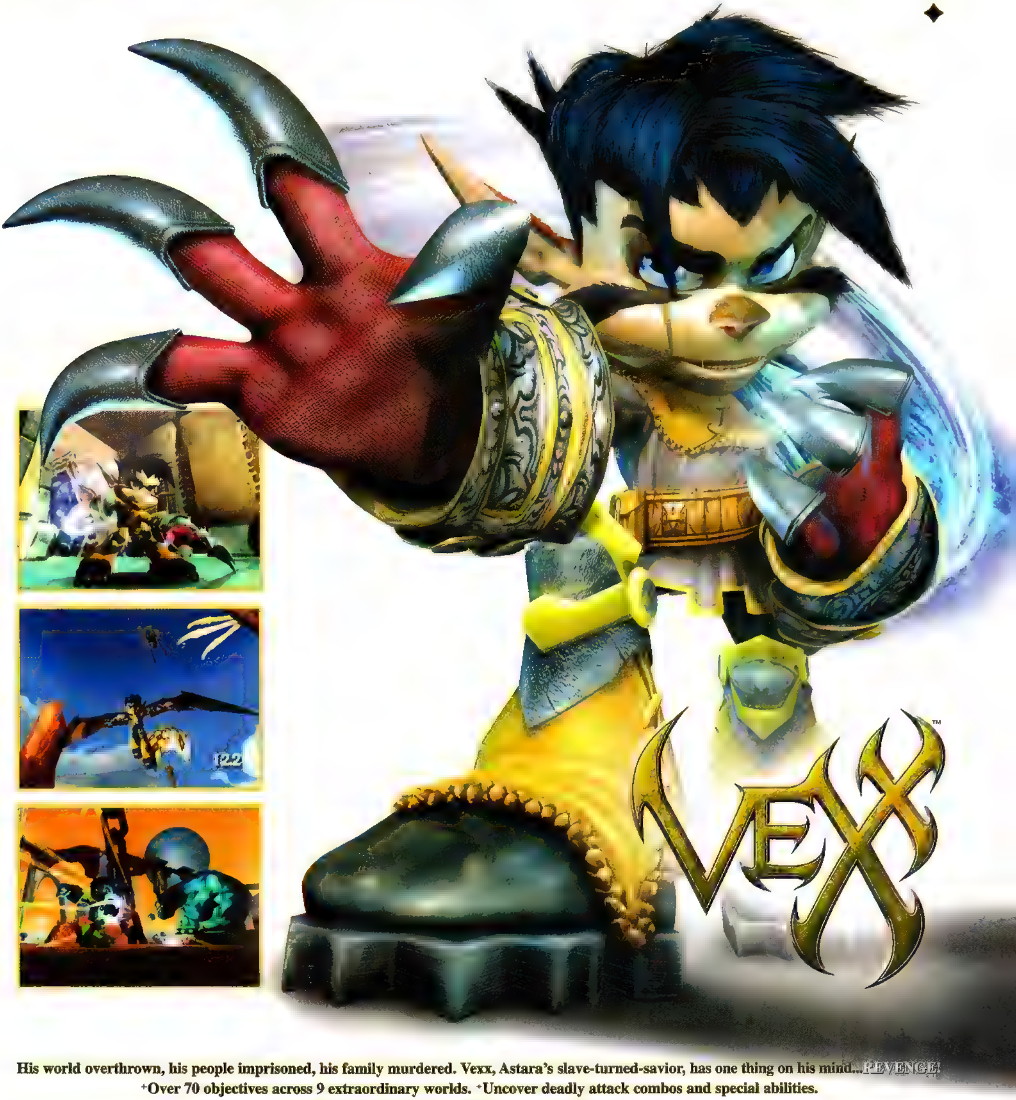

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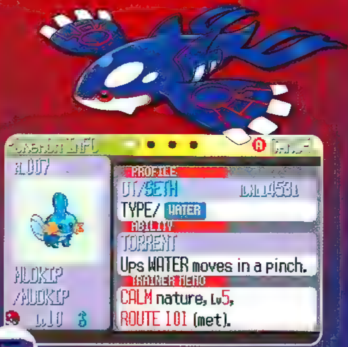
NEXT ISSUE

VOLUME 166 — MARCH 2003

Pokémon Power on the GBA

Pokémon Ruby



No007

MUDKIP

/MUDKIP

Lv10

PROFILE

OT/SETH IDNo14531

TYPE/ WATER

ABILITY

TORRENT

Ups WATER moves in a pinch.

TRAINER MEMO

CALM nature, Lv5,

ROUTE 101 (met).

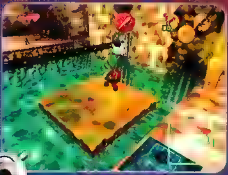
Pokémon Sapphire

A new age of Pokémon begins with the Game Boy Advance debut of everyone's favorite catch-'em-all series. Our Pokécenter special strategy coverage will put you right in the middle of the two-on-two battle action in the world of Hoenn.

Legendary!

The March winds bring strategy reviews of Link's latest epic quest and a Legend of Zelda classic reborn. Prepare for engaging game play.

The Legend of Zelda: The Wind Waker



The Legend of Zelda: Ocarina of Time Master Quest

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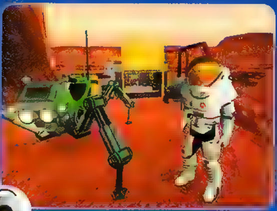

RTX Red Rock

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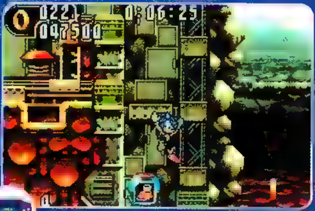

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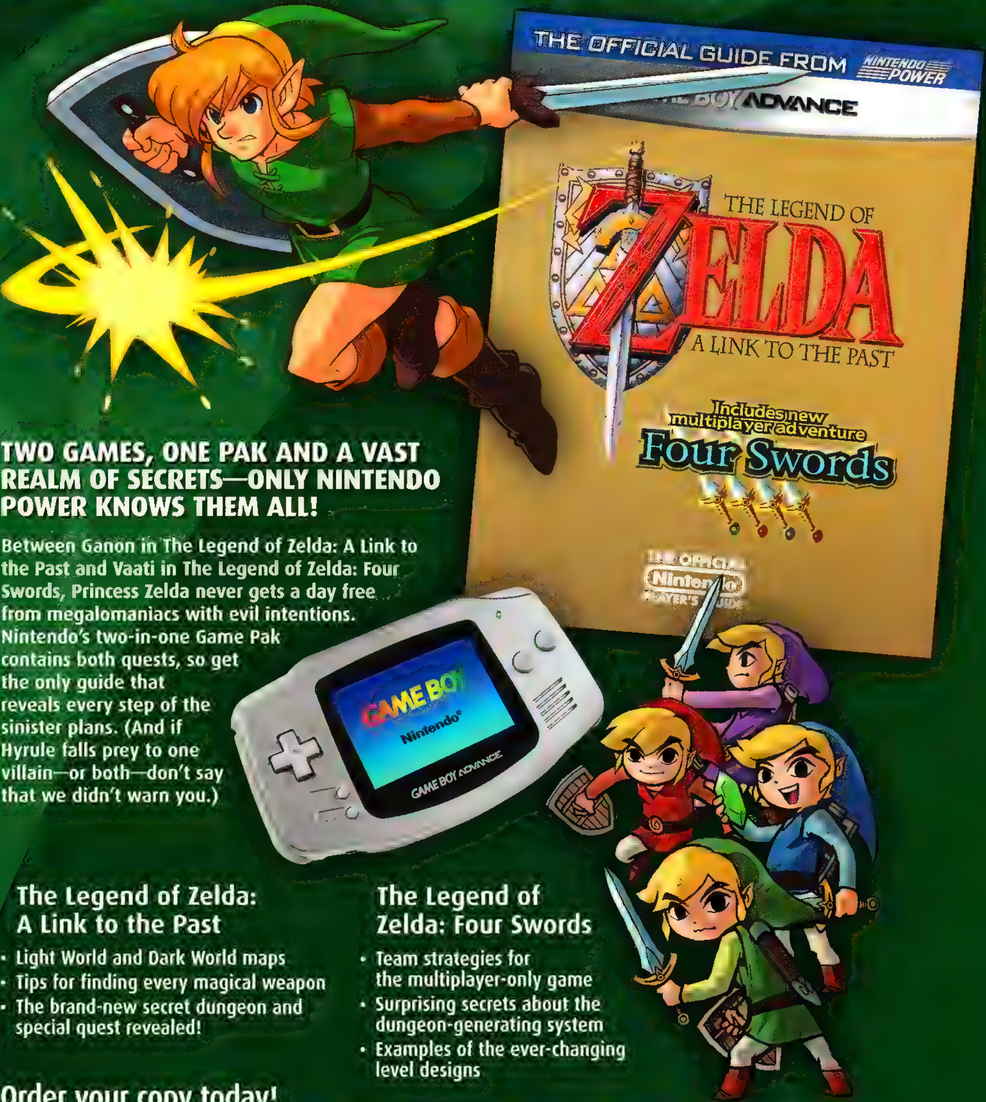
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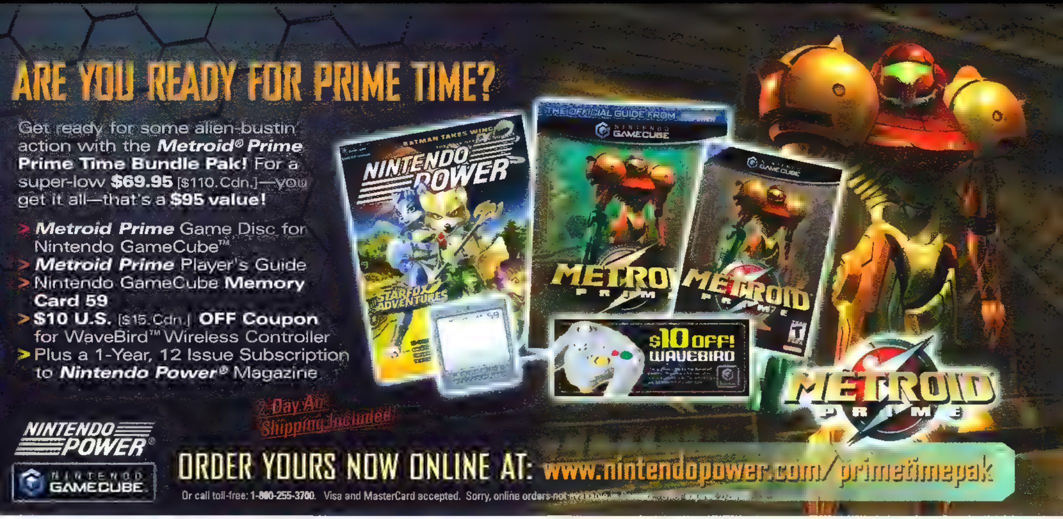

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Middle-earth stands on the brink of destruction.
You will unite. Or you will fall.

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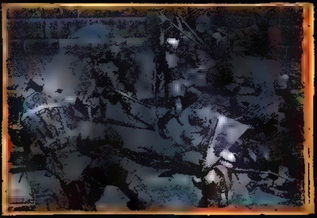

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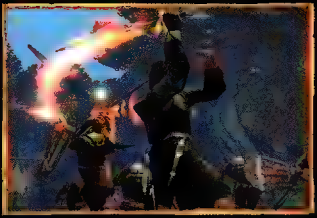

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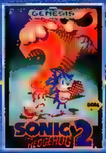
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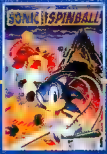
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CONTENTS

VOLUME 165—FEBRUARY 2003

GAME STRATEGIES

44 The Lord of the Rings: The Two Towers

52 *Star Wars* Bounty Hunter

60 Minority Report
This game makes *our* fists hurt.

88 CI Special Report—Die Hard: Vendetta

122 Skies of Arcadia Legends
Epic Center Special Review.

132 Yu-Gi-Oh! Dungeon Dice Monsters

138 Harry Potter and the Chamber of Secrets

142 Mario Party-e
You all want this e-Party started, right?

SPECIAL FEATURES

34 The Legend of Zelda: The Wind Waker

43 The Legend of Zelda: The Wind Waker Presell Bonus
Holy crow! Get a FREE copy of Ocarina of Time: The Master Quest!

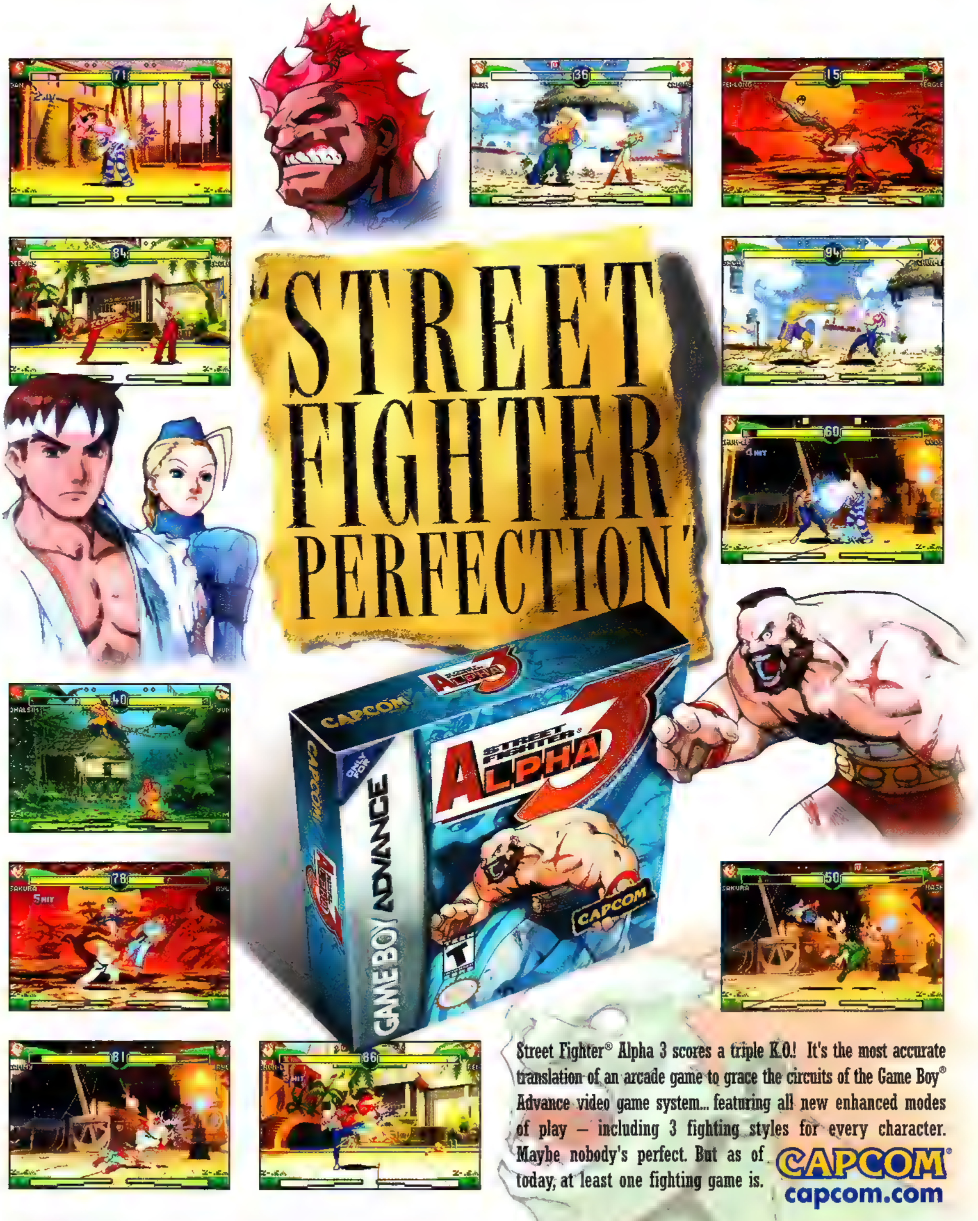
68 Rapid-Fire Previews
Hitman 2, RTX Red Rock II, Red Faction 2 and more.

74 Rayman 3: Hoodlum Havoc

96 Pokémon Ruby and Pokémon Sapphire Preview
Pokécenter special.

104 Metroid Comic

34 We had a nice picture of Link to put here . . . but then the dragon sat on him.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60 Through a glass painfully.

DEPARTMENTS

12 Player's Pulse

18 Power Charts

20 Game Watch

28 Power On

30 Nintendo Online

76 Fundamentals

80 Classified Information

94 The Crossing Guardian

112 Arena

114 Player's Poll Sweepstakes
Win a Speed Force Wheel!

116 Epic Center

146 Title Wave

152 Now Playing

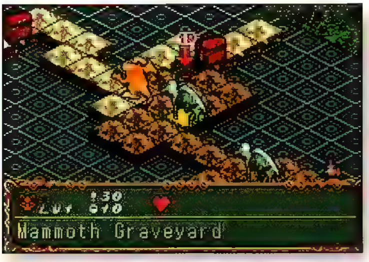
164 NP 411

166 The Nindex

168 Next Issue

Avalauncher

122 Talk about getting the cold shoulder . . .



132 Ask for me tomorrow, and you shall find me a mammoth graveyard man.

NINTENDO POWER

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PLAYER'S PULSE

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Redmond, WA 98073-973

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PLAYER PULSE
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98073-9733

Take a good look! Readers who sent us their gaming resolutions have one year to complete their missions. We wish them all good luck. Read on to learn the truth behind some of the most elusive game-related rumors, what it takes to work at

GAMING RESOLUTIONS

My gaming resolution is to beat The Legend of Zelda: A Link to the Past/Four Swords in less than three months!

Kyle Cockburn
Via the Internet

My New Year's goal is to play Metroid Prime, Mario Party 4 and Godzilla: Destroy All Monsters Melee to the best of my ability and not beat them too quickly.

James Galanis
Via the Internet

My video game resolution is to beat Super Mario Sunshine. I can't pass the mud boat obstacles in the last stage!

Jason Sandmeyer
Via the Internet

For my New Year's resolutions, first, I want Lunar Legends for GBA. Secondly, I want . . . no, I *have* to beat Paper Mario! I've played the game lately and I'm at the Shy Guy's Toy Box. My friend, Alex, said I couldn't beat the Dry Dry Ruins, but I did! Now I just have to beat the game.

Trevor Nelson
Via the Internet

My New Year's resolution? To finally beat Super Mario RPG: Legend of the Seven Stars!

Dr. Fruitcake
Via the Internet

My New Year's goal is to beat Mario Party 4 with each character. It's going to be difficult because my sister is always playing it.

KidBomb
Via the Internet

I know just what my New Year's goal is going to be. In my Animal Crossing game for GCN, I have three different save files in my main town. Ever since I got the game I've been trying to complete a furniture set (preferably the Chess or Modern set), however, I can only seem to get a few items from each set. Also, I have tons of other cool items that I'd really like to display. My goal for 2003 is to complete three furniture theme sets. It does sound a little ambitious, but I do have a whole year. Wish me luck!

Will Donovan
Via the Internet

The game I want to beat once and for all is Ridge Racer 64 because of the 6th track. It's the bumpers that are the problem for me. I just can't get off of them once I'm on them because the turns are made for pros.

Deborah L. Harris
Via the Internet

There is one game that I really want to beat—it's really hard! It

LETTER OF THE MONTH

How do you get a job at Nintendo? Anything from working in Nintendo Power to the mail room. I mean, I have a 3.2 GPA (yeah, I'm a genius), and I'm good at writing, but I love games. Any kind of games, from your great games to my old Odyssey sitting in the closet. What I'm trying to say is, I want a job that I could wake up and be glad to go to. I know that working for a company like Nintendo will do that for me.

Rebel Rouser
Via the Internet

Believe it or not, readers ask this question quite often. One main thing you need to know is that Nintendo of America is located in Redmond, Washington, and the NP Krew and other employees live within driving distance. Educational requirements vary, depending on which corner of Nintendo you're interested in—development, the legal department, marketing, publications, etc. When we hire Nintendo Power writers, we look for individuals with a good balance of writing skill, training (a Bachelor's degree in English, for example) and gaming prowess. Check out www.nintendo.com for job descriptions, requirements and opportunities, and chat with a school counselor about your career goals.

Ditto
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ANIMAL CROSSING
You seem to be
going a while,
what village are
you headed for?
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NINTENDO POWER
Nintendo Power
P.O. Box 97043
Redmond, WA
98073-9743
Link
Epona
Navi

is Golden Sun for the GBA. I am fighting Saturos and Menardi for the last time and I can't beat them! Grrr. I have leveled up Isaac and everyone and I can't beat them. Grrr.

Mark Fisher
Via the Internet

My New Year's resolution is one that I've had for the past three years—get a letter printed in your magazine! I know, it might sound cheesy, but it's true! I've been getting your magazine for many years now and have written countless letters—each one filled with hope to finally achieve my resolution. I started out writing to you about my love for Super Mario RPG: Legend of the Seven Stars (which I never quit loving!) and have since written about oh-so-many topics. Alas, I have yet to get a letter printed, and until that day, I'm doomed to continue driving you all crazy.

Whitney Riddle
Via the Internet

Here you go, Whitney. We like being driven crazy, really!

I would love to finally beat Super Mario World for my Super NES. I have been playing the game for about three or four years now. I've beat Bowser, but I have one more level to unlock!

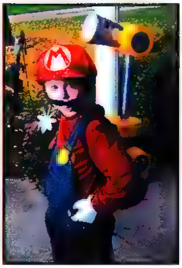
Fozzy500
Via the Internet

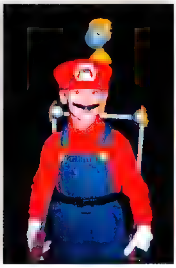
My New Year's resolution is to beat Metroid Prime and buy Pokémon Ruby, Pokémon Sapphire and The Legend of Zelda: A Link to the Past/Four Swords.

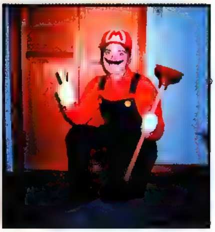
Josh L. Karch
Via the Internet

MARIO TRICK OR TREAT

Last Halloween, Mario fans showed their Mario pride by dressing up as Nintendo's main man. Evan and Michael are sporting some amazing home-made duds based on Super Mario Sunshine, while Kelly sports the classic Mario look. Evan's mother wrote, "Next year Evan wants to be Luigi, from Luigi's Mansion. Yes, it will definitely include a Poltergust 3000!" We can't wait to see how it turns out. Michael went door-to-door on Halloween saying, "It's-a me, Mario!" instead of the usual "Trick or treat!" Thanks for the pictures, everyone, and great work on your costumes!


Evan Davis, West Virginia


Michael Volkovitsch, Ohio


Kelly Hornick, New York

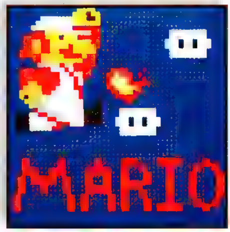
One day I promised to beat the last boss in Golden Sun and that night I had a dream that I was Isaac, using my psy powers to defeat Menardi and Saturos. Freaky! By the way, when is Golden Sun: The Lost Age coming out? I can't wait!

Vegetarulez89
Via the Internet

Golden Sun: The Lost Age is expected to come out this spring. We'll keep you updated in future issues of NP.

My main gaming goal this year is to beat Ganon in The Legend of Zelda: Ocarina of Time for N64. Geez, he's hard!

ZeldaFreak15
Via the Internet



LEGO MARIO

I was looking at an NP issue one day, when I noticed something interesting. The picture showed a man who had built a Mario figure out of some Duck Hunt games by painting them and arranging them on his driveway. At the time, I had some LEGO pieces scattered on my carpet. I thought that it might be neat if I made something similar, but out of LEGOs. I went to work for an hour and a half before I created the Mario figure. I took a break overnight, and laid out the fireball, two clouds, sky background and nameplate the next day. The whole thing took me about four and a half hours to make, but it was sure worth it!

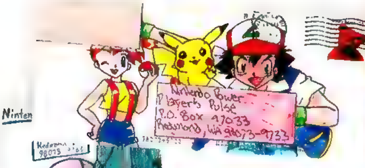
Michael Hansen
Alberta

CRAZY GAME FACTS

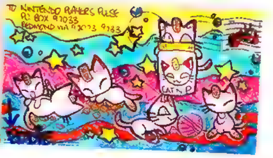
I heard a rumor that the whole Pikmin layout was that of Mr. Miyamoto's yard. Is it true?

Eli Hays
Wisconsin

We're not sure Pikmin's layout is modeled directly after Mr. Miyamoto's yard. He did come up with the idea for Pikmin while gardening in his yard, though, so some game elements may be similar to his yard's layout.



MARIO PARTY 4



In Animal Crossing you can receive or possibly dig up a "Pitfall." Why is it a white ball with a red exclamation point? How does it work? Is it an NES game?

Tonnina Marie
Colorado

Pitfalls are actually not NES games. If you bury a Pitfall and any character (including yourself) walks over the spot where it's buried, the character will fall into a hole called a pitfall. It's a fun joke to play on your village's citizens or your friends. Don't forget where you buried the Pitfall, though, or you'll end up falling for your own joke!

My friends and I were arguing over whether Sheik is a boy or a girl. We eventually settled that Sheik is a girl, because the three Sheik trophies in Super Smash Bros. Melee (237-239) refer to the character as a "she." In the Legend of Zelda: Ocarina of Time, though, when Sheik makes her first appearance, Princess Ruto says that she was rescued by a young man named "Sheik." Would you please end a long dispute? Is Sheik a boy or a girl?

Matt Johnson
Via the Internet

This question has actually been addressed in Player's Pulse before, but it seems to have resurfaced again with the release of SSBM. Sheik and Princess Zelda are one and the same. Zelda sometimes disguises herself as a boy and calls herself Sheik. If you had evil wizards constantly kidnapping you, you'd wear a disguise, too!

NINTENDO FAN FICTION

You should have a fan fiction feature in your magazine. Readers could send in stories about their favorite Nintendo characters, and every month you could print the best one in Nintendo Power.

Markus Bulthius
Via the Internet

We love receiving Nintendo-related creative works and have printed them on occasion. Feel free to send in Nintendo game-inspired short stories, poems or songs but please keep our space limitations in mind when creating your masterpiece.

NEWS FOR ZELDA FANS!

There is a big rumor that The Legend of Zelda: Ocarina of Time is going to be a special GCN game in North America. Is that true, and could you please clear that up? Thanks!

Matt Wong
Via the Internet

Yes, your pleas have been answered, Zelda fans! Check out page 43 for the breaking news.

A GAMER'S CHRISTMAS CAROL

My friends Johnathan Dollar, Brandon McLeandon and I came up with a Nintendo version of the "12 Days of Christmas." You know how the song goes—I'm shortening it to save room.

"On the twelfth day of Christmas,
my true gamer gave to me . . .
12 Mr. Saturns
11 Yoshi Eggs
10 Bob-ombs exploding
9 Goombas charging
8 Boos booing
7 Golduck splashing
6 Kremlings scratching
5 GOLDEN COINS
4 Metroids
3 ReDeads
2 Poison Mushrooms
. . . & a Bowser in a lava pit!"

Patrick West
Alabama

What a clever song! We all enjoyed it but curse you for getting that blasted tune stuck in our heads.

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WRITE AWAY RIGHT AWAY

One of our readers, Couchpotaytoe, contacted us via the Internet and suggested that we ask what you think the saddest ending was to a Nintendo game from any Nintendo system. Did an ending ever make you emotional or bring a tear to your eye? Nintendo games have brought fond memories to all of us through the years—tell us about your experiences! Consult the 411 section on page 172 to find out where to respond.

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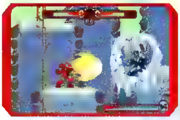
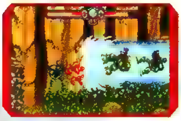


Encounter classic heroes including Blizzard™ and Crimson Dynamo.™



Use Repulsor Beams, Uni-Beams, Flying Shoulder Charges and more.

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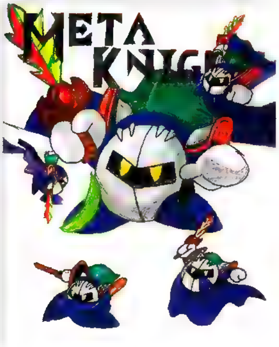
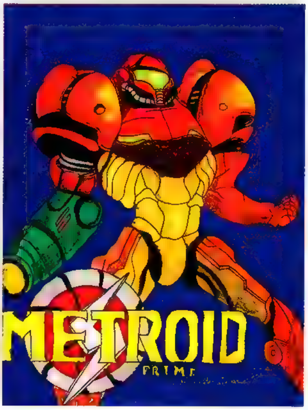
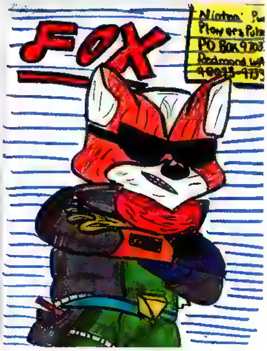
PLAYER'S PULSE ARTIST'S GALLERY



Man Metivier • Minnesota


METROID
PRIME

Jesse Trisco • Illinois



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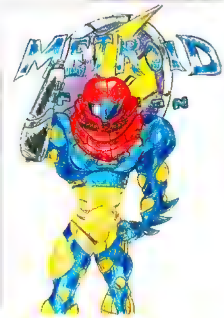
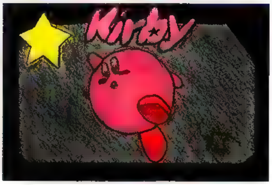
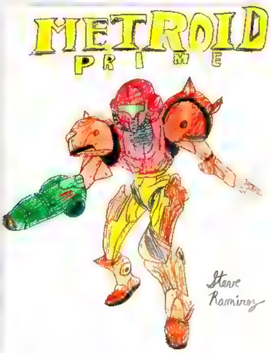


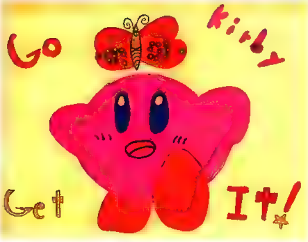
Billy Bernaz • Texas



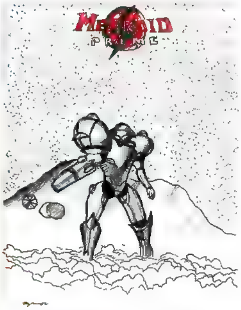
Richard Morales • California


METROID
PRIME
Steve Ramirez

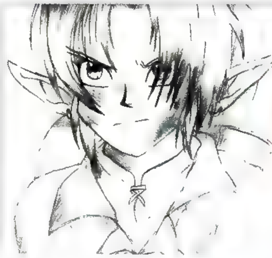
Steve Ramirez • New York


Go Kirby
Get It!

Andrew Richardson • Ontario


METROID
PRIME

Ryan Feightner • Washington



ART OF THE MONTH
CONTEST WINNER

Nina Garsh • California

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NEXT WAVE
ATARI®

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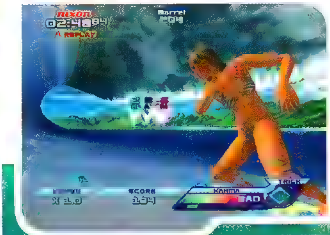
nixon
00:15
REPLAY
COMBO
SCORE
KARMA
BAD
TRICK

Pull off monster moves in 11 cool locales including the frigid waters of Antarctica!

nixon
02:51
Alleyoop
X 1.0
BAD
TRICK

Surf against your friends in extreme multiplayer modes like Shark Tag, King of the Wave and more!


nixon
02:40
REPLAY
Barrel
X 1.0
SCORE
KARMA
BAD
TRICK

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Angel Studios

NINTENDO GAMECUBE

TEEN
T
CONTENT RATED BY ESRB

STRONG LYRICS
MILD VIOLENCE
SUGGESTIVE THEMES

POWER CHARTS.165

Even though it was released in the last part [illegible] sale for the entire month. Giddy about her success, Metroid Prime was still the top-selling G[illegible] Samus Aran has been camped out in the Nintendo cafe- November. In fact, MP was the second-best-sel[illegible] teria with her arms in the air, making little v-signs with on any platform, even competing against games [illegible] her fingers and claiming to be queen of the world.

KEY: [redacted] | GAME BOY ADVANCE | GAME BOY COLOR

TOP-SELLING GAMES*

		PRIOR POSITION	MONTHS ON CHART
1	[redacted]	[redacted]	[redacted]
	YU-GI-OH!: THE ETERNAL DUELIST SOUL	1	2
2	[redacted]	[redacted]	[redacted]
	METROID FUSION	●	1
3	[redacted]	[redacted]	[redacted]
	HARRY POTTER & THE CHAMBER OF SECRETS	●	1
4	[redacted]	[redacted]	[redacted]
	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	2	3
5	[redacted]	[redacted]	[redacted]
	FROGGER'S ADVENTURES: TEMPLE OF THE FROG	●	1
6	[redacted]	[redacted]	[redacted]
	YU-GI-OH!: DARK DUEL STORIES	3	7
7	[redacted]	[redacted]	[redacted]
	MADDEN NFL 2003	8	2
8	[redacted]	[redacted]	[redacted]
	SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN	6	2
9	[redacted]	[redacted]	[redacted]
	NAMCO MUSEUM	●	1
10	[redacted]	[redacted]	[redacted]
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	4	11

*data courtesy of the NPDfunworld TRSTS [illegible]

PLAYER'S CHOICE*

		PRIOR POSITION	MONTHS ON CHART
1	[redacted]	[redacted]	[redacted]
	METROID FUSION	1	8
2	[redacted]	[redacted]	[redacted]
	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	2	8
3	[redacted]	[redacted]	[redacted]
	POKéMON RUBY AND SAPPHIRE	●	1
4	[redacted]	[redacted]	[redacted]
	CAR BATTLER JOE	6	3
5	[redacted]	[redacted]	[redacted]
	SUPER MONKEY BALL JR.	4	2
6	[redacted]	[redacted]	[redacted]
	GOLDEN SUN	8	14
7	[redacted]	[redacted]	[redacted]
	CONTRA ADVANCE: THE ALIEN WARS EX	5	5
8	[redacted]	[redacted]	[redacted]
	KIRBY: NIGHTMARE IN DREAM LAND	3	4
9	[redacted]	[redacted]	[redacted]
	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	9	5
10	[redacted]	[redacted]	[redacted]
	LUNAR LEGEND	●	2

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	[redacted]	[redacted]	[redacted]	[redacted]
2	[redacted]	[redacted]	[redacted]	[redacted]
3	GOLDEN SUN: THE LOST AGE	GBA	4	8
4	FINAL FANTASY TACTICS	GBA	●	1
5	[redacted]	[redacted]	[redacted]	[redacted]

In a world of villains, a goddess reborn struggles to fulfill a prophecy.
Summoner
A GODDESS REBORN
TEEN
T
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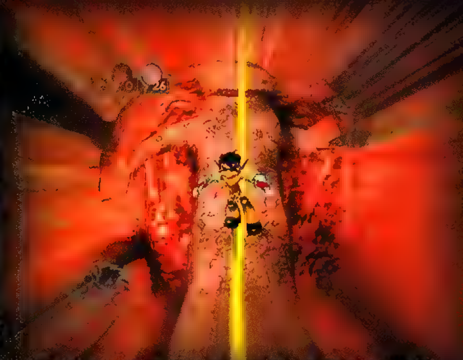
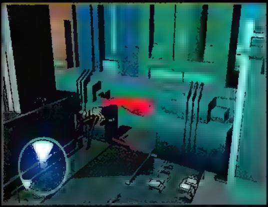
THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS



Acclaim's new action-adventure starring a gnome with attitude named Vexx is leaping onto Nintendo GameCube this spring.

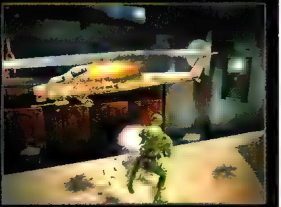
THE SPOTLIGHT

Superman: Shadow of Apokolips



The Man of Steel comes to GCN with a cel-shaded adventure that should please fans of the DC superhero at long last.

Army Men: Sarge's War

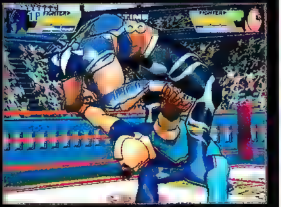


Sarge goes solo in his battle against Tan evil on Nintendo GameCube. 3DO has created a darker, more realistic look out of plastic.

Army Men: Air Combat "The Elite Missions"

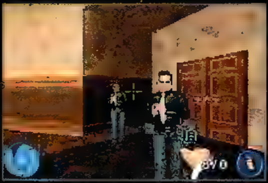
More plastic combat is in store for action fans this spring with 3DO's mission-based chopper sim for Nintendo GameCube.

Ultimate Muscle



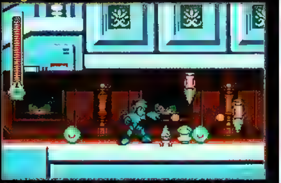
Bandai's anime wrestling franchise is about to step into the GCN ring. Game Watch has the first look at the colorful grappler.

James Bond 007: NightFire



Like a gadget from Q Branch, a compact 3-D James Bond adventure comes to GBA in a stylish rendition of NightFire.

Mega Man and Bass



Capcom's great action hero, Mega Man, is headed to GBA in a super platformer, and he's got help from a new hero named Bass.

THE GAMING NEWS FOR FEBRUARY 2003

MIYAMOTO MENTIONS PIKMIN 2 AND MARIO 128

In a recent interview in Japan, Mr. Miyamoto confirmed that he's working on Pikmin 2 and Mario 128 for GCN, but Nintendo's master designer gave no further details about the titles. Nintendo also announced that Kirby's Air Ride, Mario Kart and Animal Crossing 2 are all in development for Nintendo GameCube, as well. In addition to those announcements, Nintendo revealed that Mario Golf and Mario Tennis are on the way to GBA. At this time, no release dates have been set for any of the games in Japan or North America. We'll keep you posted.

THE YEAR OF THE MATRIX

You probably already know that two Matrix films are coming to theaters this year, but they will be just the beginning of the Matrix explosion in 2003. Infogrames and Shiny Entertainment have been quietly working on Enter the Matrix for Nintendo GameCube, and its release date has been set for this fall.

TURN UP THE HEAT ON GCN

The 3DO Company has confirmed that High Heat Major League Baseball 2004 is coming to GCN this spring. It will be joined by the 2004 version of High Heat Baseball for Game Boy Advance. High Heat uses a complete minor league system, with AAA, AA and A players ready to move into the majors. It also features a Game Tuning Menu for players who want to customize every aspect of their game. The action heats up this spring.

GAMING IN GROUPS

A company called **ESPORTS ARENA** has opened its first video game entertainment center in San Diego. The new enterprise transformed a theater auditorium at a multiplex cinema into a gamers' paradise. Customers square off in multiplayer matches on next-gen games, including hot releases for Nintendo GameCube. A digital projector flashes the most intense action on the big screen. **ESPORTS ARENA** plans to open hundreds of venues all over the country during the next few years.

TRANSMISSION SLATED FOR SPRING

It's going to be a big year for Mega Man fans. Capcom has three Mega Man games lined up for GBA, and Mega Man will debut on Nintendo GameCube this spring in Mega Man Battle Network: Transmission. Let the transmission begin!

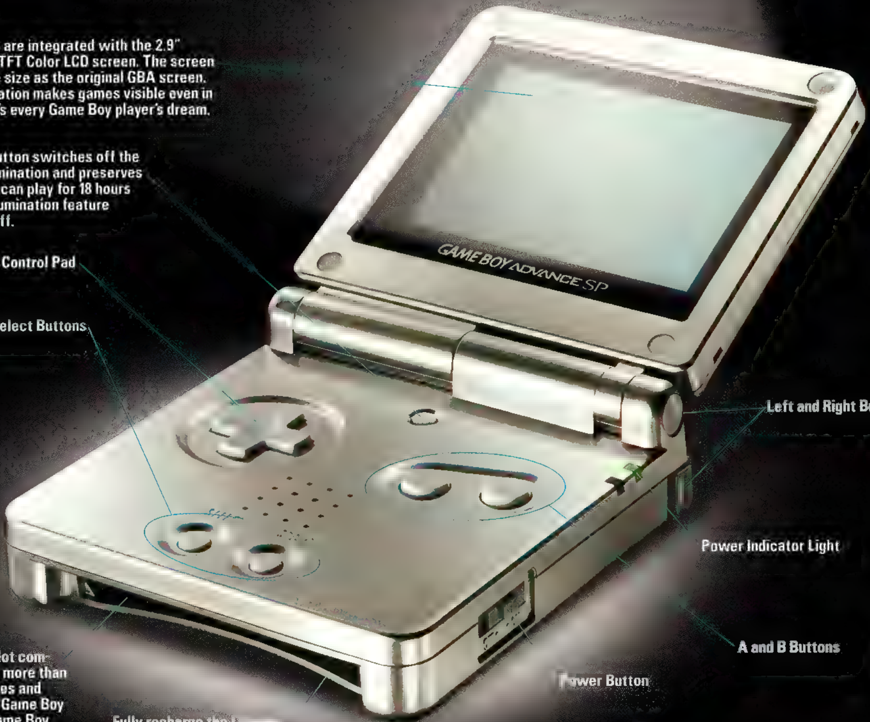
BATMAN RETURNS

For those of you who've been wondering what happened to Kemco's Batman: Dark Tomorrow for GCN, the title is back on the release schedule after a delay of several months. The Dark Knight should begin tackling the crime problem in Gotham beginning in March.

LET THERE BE LIGHT

The future of video gaming is burning even brighter with the March 23rd introduction of the most advanced Game Boy ever. The new Game Boy Advance SP features an illuminated screen for easy game play in any lighting condition. The flip-screen design makes it the most stylish and compact Game Boy ever, and the rechargeable Lithium-Ion battery will keep your games blazing for 10 hours straight. Game Boy Advance SP launches in two colors—platinum and cobalt (metallic)—for a suggested retail price of $99.95 in the US. And it's backward compatible with virtually all Game Boy Advance, Game Boy Color and Game Boy titles. Game Boy Advance SP is the ultimate expression of handheld gaming. You'll never be left in the dark again.

GAME BOY® ADVANCE SP



Front lights are integrated with the 2.9" Reflective TFT Color LCD screen. The screen is the same size as the original GBA screen. The illumination makes games visible even in the dark. It's every Game Boy player's dream.

The light button switches off the screen illumination and preserves power. You can play for 18 hours with the illumination feature switched off.

Directional Control Pad

Start and Select Buttons

Left and Right Buttons

Power Indicator Light

A and B Buttons

Power Button

Game Pak slot compatible with more than 300 GBA titles and hundreds of Game Boy Color and Game Boy games.

Fully recharge the Lithium-Ion battery in just three hours.

The flip screen design makes Game Boy Advance SP easy to store in a pocket, backpack or briefcase until you're ready to play.

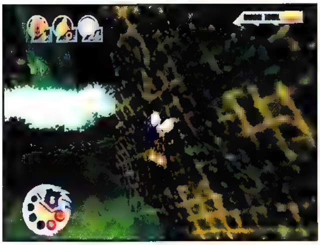
The five-ounce unit, when closed, measures 3.33" high, 3.23" wide and .96" deep.

Game Boy Advance SP is the most sophisticated portable gaming device ever. And just like the original GBA, you can link it to other GBAs or to your Nintendo GameCube using the appropriate cables.

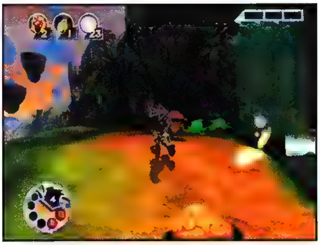
VEXX

Game Type: Action
Publisher: Acclaim
ETA: March 2003
System: Nintendo GameCube

Acclaim's dark, 3-D platformer for GCN is almost ready for action. In Vexx, players run, jump, swim and climb through alien lands, and battle the evil forces of Yabu to save the spirit of Vexx's grandfather. Nice production values spice up the game.



Vexx's War Talons allow him to cling to certain types of walls and inflict severe damage on foes.

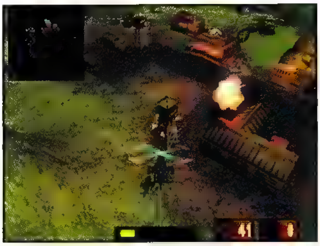


Vexx travels through a colorful, but dangerous world. Players use attack combos against foes.

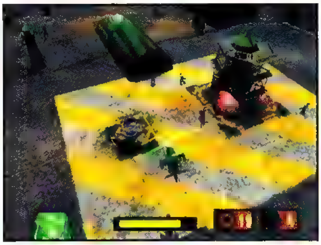
ARMY MEN: AIR COMBAT "THE ELITE MISSIONS"

Game Type: Aerial combat
Publisher: 3DO
ETA: March 2003
System: Nintendo GameCube

War has broken out between the Green army and the Tannies once again. Players take to the skies in plastic helicopters to complete missions behind Tan enemy lines. Blast the Tan troops with rockets or winch up a rock and drop it on them. The action is fast-paced, and two players can join in the battle in the Cooperative Mode.



You can crank up the winch to pick up supplies and weapons, such as stones or other objects.

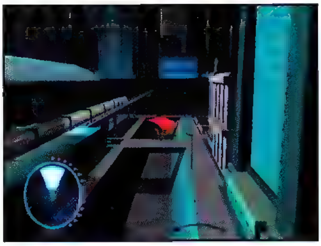


Eliminate ground and air forces and pick up supplies to complete your missions.

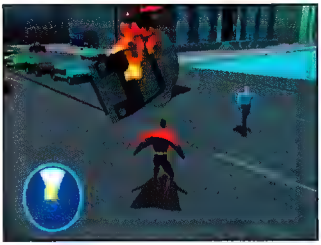
SUPERMAN: SHADOW OF APOKOLIPS

Game Type: Action
Publisher: Infogrames
ETA: March 2003
System: Nintendo GameCube

The man of steel is coming to Nintendo GameCube in an action-adventure worthy of the greatest superhero of all. As Superman, players fly through Metropolis, rescue citizens, nab criminals, fight baddies and use superpowers, such as X-Ray vision, Heat Vision and Freezing Breath. Extremely polished cinema scenes link the action.



The cel-shaded 3-D graphics of Superman make the game look like an animated cartoon.

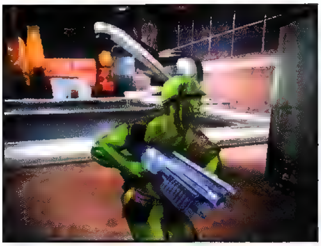


Superman's superior hearing is used like radar to help you find major events and enemies.

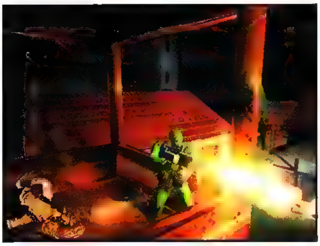
ARMY MEN: SARGE'S WAR

Game Type: Action
Publisher: 3DO
ETA: April 2003
System: Nintendo GameCube

A gritty look pervades the latest Army Men game from 3DO. Sarge is all alone in his GCN debut, battling the Tan army in third-person, 3-D combat action. You'll take the battle to the Tannies in missions in Plastic World and Real World locations. The amount of destruction, and the level of realistic detail shown, is unprecedented for a combat game. You see all the damage!



The level of detail isn't just in the graphics. Enemies hide from Sarge and try to outflank him.

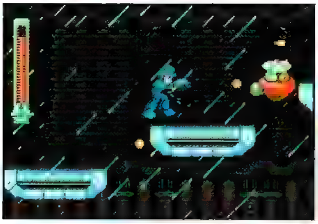


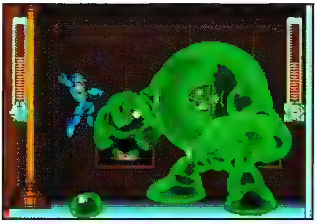
Sarge uses flamethrowers, crossbows, sniper rifles, shotguns and bazookas against the Tan foe.

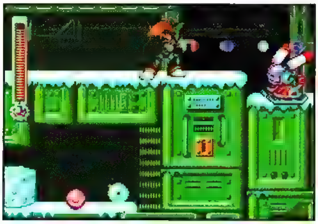
MEGA MAN AND BASS

Game Type: Platform
Publisher: Capcom
ETA: March 2003
System: Game Boy Advance

Traditional Mega Man action comes to Game Boy Advance this spring with Mega Man and Bass. (Bass is pronounced like the instrument, not the fish.) Playing as either Mega Man or his dark counterpart, Bass, players jump and blast their way through inventive platform levels that lead to major confrontations with a boss character. If you defeat the boss, you'll earn a powered-up weapon that will help you in the next area. It's a tried-and-true Mega Man formula. If you choose to play as Bass, you'll be able to fire your blaster in eight directions, unlike the more limited aim of Mega Man's weapon. Each hero gets help from a metallic canine companion. You can use Rush if you playing as Mega Man, and Treble if you playing as Bass. Throughout the game you can collect CDs that contain information about characters from the Mega Man world, and you can trade the CDs with other players via the Game Boy Advance Game Link cable. If you love traditional Mega Man games, you'll love Mega Man and Bass.


Jumping, shooting and sliding are the main activities in the traditional Mega Man-style platformer.

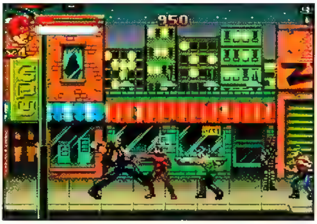

Huge bosses protect powerful weapons that Mega Man must win to move on.


Play as Bass instead of Mega Man and gain some extra powers that Mega Man doesn't have.

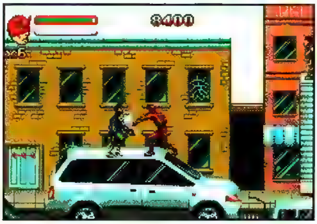
DAREDEVIL

Game Type: Platform
Publisher: Encore
ETA: March 2003
System: Game Boy Advance

Matt Murdock—a.k.a. Daredevil—may not be able to see, but his other senses more than compensate. Marvel's crime-fighting superhero comes to Game Boy Advance in a brawler that will test your staying power. You'll stalk the dark streets of the city, a relentless avenger of justice.



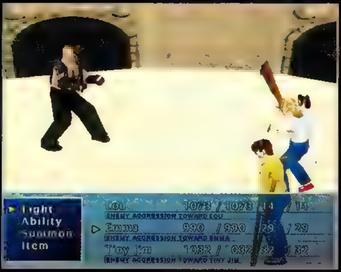
Daredevil uses superhuman senses to sniff out punks and attack them. Watch out for innocents.



You'll have tremendous jumping abilities, but not a lot of stamina. Daredevil uses skill, not brawn.

PROJECT: DIGIPEN

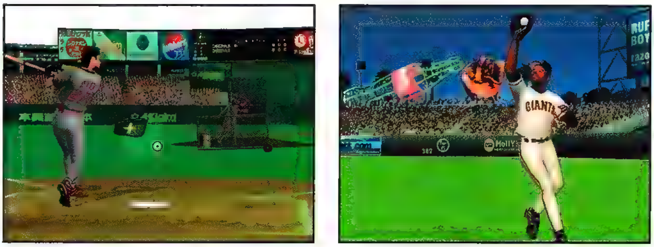
Crazy Cross—this month's DigiPen student showcase—is a 3-D RPG that spoofs just about everything in popular culture from video games to movies. In the game, you control Lou, a fighter trained in the martial-arts style known as Underwater Basket-Weaving Fist. Lou and his friends set out on a quest to restore peace to the world, which is dominated by an evil corporation. The quest leads Lou, Tiny Jim and Nurse Emma through jungles, space, frozen wastelands, Egypt, a small German town and finally into the fortress of the corporation itself. Crazy Cross is the product of Nathan Gray, Technical Director, Fraz Akhtar, Producer, Jeff Keely, Product Manager, Dan Brakeley, Music Director, Ed Pfent, Sound Director, Josh Verral, Art Director, Peter Thurwacther, lead artist, and artists Will Short and Armando Wilderman.

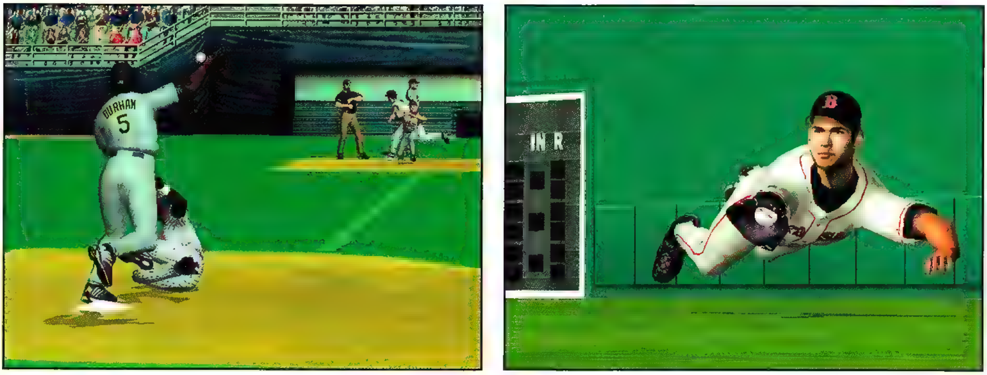

Fight
Ability
Summon
Item
Lou 1073 / 1073 14 / 14
ENEMY AGGRESSION TOWARD LOU
Emma 990 / 990 29 / 29
ENEMY AGGRESSION TOWARD EMMA
Tiny Jim 1082 / 1082 32 / 32
ENEMY AGGRESSION TOWARD TINY JIM

For more information on DigiPen and to download a copy of Crazy Cross to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.

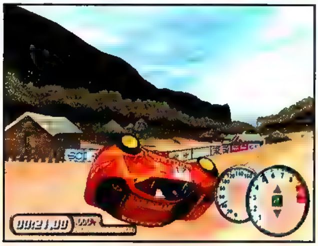
FEBRUARY GALLERY OF GAMES

Spring is on the way with a host of new titles for Nintendo GameCube and Game Boy Advance. The biggest surprises in this month's gallery are the sneak peeks of the new James Bond game for GBA and Bandai's Ultimate Muscle for GCN. Other notables include Shrek, SpongeBob, Rally Championship and GT Advance 3.

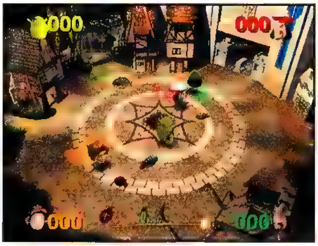




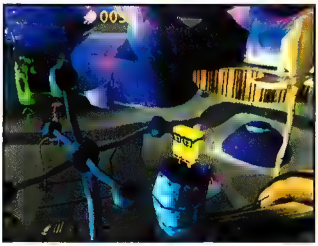
All-Star Baseball 2004
Acclaim's venerable series will return this spring with another season of simulated Major League action and spectacular camera work. Let's play ball!



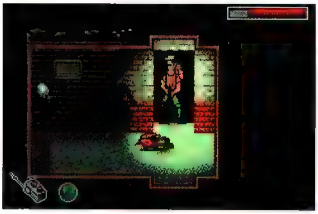
Rally Championship
With real cars and realistic tracks, fans will flip over Conspiracy Entertainment's rally racer for GCN. It's headed to a backroad near you this spring.



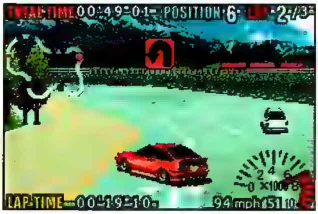
Shrek Super Party
Shrek peels off a few more layers to reveal a video board game for GCN. TDK Mediactive is bringing back Shrek and the fairy tale krew this spring.



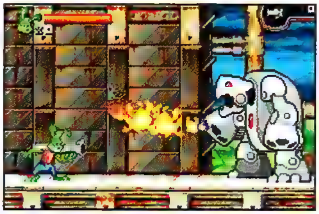
SpongeBob SquarePants: Revenge of the Flying Dutchman
THQ brings its sodden hero to GCN in a humorous, 3-D adventure for cartoon fans.



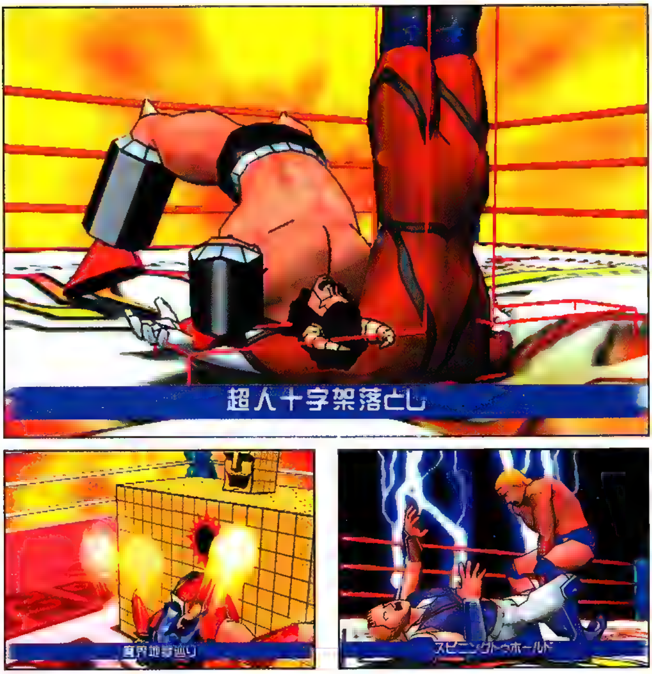
Mission: Impossible—Operation Surma
Ethan Hunt is off to save the world on a spectacular mission impossible for GBA. Infogrames packs the shooter full of ammo and M:I music.



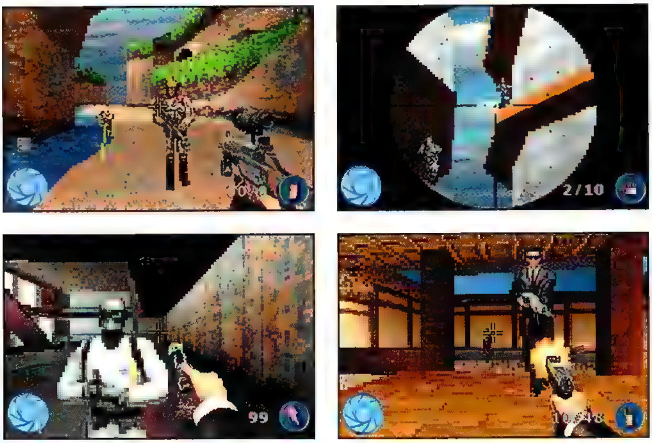
GT Advance 3
GT Advance 3 is the latest and greatest 3-D racer for GBA. A peek under the hood reveals real cars and amazingly realistic driving.



Jazz Jackrabbit
Jaleco's Jazz Jackrabbit for Game Boy Advance is a hop-and-bop platformer with 24 levels, 11 multiplayer areas and some jazzy graphics.



Ultimate Muscle: Legends vs. New Generation
Ouch. Bandai isn't pulling its punches—or for that matter its piledrivers, toeholds or hellmonster moves—in the upcoming Nintendo GameCube version of Ultimate Muscle. The game combines a superior wrestling engine with brilliant anime graphics and over-the-top special effects that you won't see on pay-per-view.



James Bond 007: NightFire
Possibly the only things cooler than the new Game Boy Advance SP are the gadgets that James Bond uses on Her Majesty's Secret Service. In NightFire for GBA, EA Games has created a 3-D shooter that parallels the excitement and action of Bond's outing on the GCN. NightFire will shake things up come this March.

DEVELOPER PROFILE

Game Watch traveled across town to Cranky Pants Games, where Red Faction II and Summoner: A Goddess Reborn are being polished for release on the GCN very soon for this month's profile.

Developer: Cranky Pants Games, Kirkland, WA
Founded: March 2002
Respondent: David Bollesen

GW: What is your company's philosophy of game development?

DB: Fun and innovation go hand in hand. If we aren't having fun while we're developing games, the product won't benefit from the playful and creative energy that comes from people enjoying the environment they're working in.

GW: Can you describe the steps your company goes through to create a game?

DB: The first thing we do is clearly understand and communicate to the team what we're trying to accomplish. There always should be a clear understanding of what the goals are before you can execute them. The second thing we do is gather information on what has already been accomplished in the genre we are developing for. There are a lot of great games out there, so playing and understanding the competition is an important part of creating a game. Once we've completed our fact finding, we start preproduction. This includes fleshing out the game design, prioritizing features and developing story and audio. Artists define the look and feel of the title, and the engineering staff establishes feature architectures and code structures. The preproduction phase can be fun, but it can also be very stressful. The canvas at this point is completely blank, so sometimes it's hard to know which part of the game you need to start working on first, but often the biggest risks get addressed first. We start to focus on a few key features that will make our title unique. It's better to do a few things really well than a lot of things poorly. Our next step is the main stage of development. The game design blueprint is ready, and the development group shifts from design to execution. New ideas continue to pop up, but they're usually game enhancements, not a complete change of game direction. This stage is the longest and certainly the most challenging. The most important thing we can do is get to the basic game mechanics as soon as possible so tuning, refinements and enhancements can be implemented and constantly improved upon.

GW: What advice would you give to people who want to make games?

DB: One should plan on working hard and having a lot of fun while doing it. We make games for goodness sakes—we'd better be having fun—but it's not always easy to say that you're having a great time at two in the morning. Be flexible and know what your strengths and limitations are. The more you know about your own strengths, the more you can communicate and build on those strengths throughout your career. And one final thing—remember that great ideas can come from anyone, especially when a team is working well together. Being a team player is a key to success in this industry.

GW: How would you describe your experience working on Nintendo GameCube?

DB: The GCN has been a great hardware platform to work on. The system was really well thought out and has allowed our engineers and artists to focus on features, not hardware.

GW: Can you describe some of the ways in which the Geo-Mod engine adds to the strategic value of the game?

DB: Geo-Mod in RF II really expands the ways that the game player interacts with the environment. Players can blow apart, dismantle or destroy almost every object and wall to gain access to alternate rooms, enemies and weapons. There are several areas in the game that really exploit the technology, allowing the player to take alternate routes to get through the level.

GW: What were the challenges in recreating Red Faction II for Nintendo GameCube?

DB: I think the biggest challenges were memory constraints and rewriting the Geo-Mod system. The original title used 32 megabytes of memory for the game, and being restricted to 24 megabytes of RAM was a tremendous challenge. The engineering staff spent a lot of time going through every line of code to optimize it for the GCN. The art staff also went through many optimizations with textures, models and lighting, and they were able to increase resolution in many cases. The net result is a game running at a solid 60 frames per second. The other challenge was making sure the experience of Geo-Mod on the original game was translated exactly the same way to GCN. Again, the engineering staff pulled off an amazing conversion, and all of the features of Geo-Mod in the original game are in the GCN version. Volition (the original developer of RF II) helped detail the engineering and art work for RF II, and we were able to work closely with them when translating some of the game systems.

GW: If you had a message you wanted to get across to action and FPS fans about why Red Faction II is worth playing, what would it be?

DB: Red Faction II picks up where other shooters leave off. The Geo-Mod technology adds to the core level game play because you're not just moving through the environment, you're changing the geometry in real time, creating a new experience as you play. This adds to the replay value since you can get different endings depending on how aggressively you play. And when you're not playing single-player mode, the multiplayer levels allow you and three buddies to terrorize each other in a split-screen deathmatch.

GW: What do you predict for the future of gaming?

DB: I think video gaming already is the next Hollywood and will be a steadily growing source of entertainment. But growing doesn't necessarily mean more to choose from. I see fewer games, but the quality and experience delivered by those games will improve. Video games will always continue to improve graphically, but game companies can't rely on graphics to drive game sales. Consumers demand more from the games they purchase, and if you can't deliver a great and fulfilling experience, people won't buy it.

GAME WATCH FORECAST

NINTENDO GAMECUBE

1080°: AVALANCHE
ALL-STAR BASEBALL 2004
AQUAMAN: BATTLE FOR ATLANTIS
AREA 51
ARMY MEN: AIR COMBAT "THE ELITE MISSIONS"
ARMY MEN: SARGE'S WAR
ATV 2: QUAD POWER RACING
BATMAN: DARK TOMORROW
BATTLEBOTS
BLACK & BRUISED
BURNOUT 2: POINT OF IMPACT
CONFLICT: DESERT STORM
CROUCHING TIGER, HIDDEN DRAGON
CRUSHED BASEBALL 2004
DEAD PHOENIX
DEF JAM VENDETTA
DIGIMON
DINOTOPIA
DISNEY'S MICKEY PARTY
DISNEY SPORTS: MOTOCROSS
DISNEY SPORTS: SNOWBOARDING
DRAGON'S LAIR 3D
DUNGEONS & DRAGONS HEROES
ENCLAVE
ENTER THE MATRIX
EVOLUTION SNOWBOARDING
FIFA SOCCER 2003
FINAL FANTASY CRYSTAL CHRONICLES
FINDING NEMO
FOUR HORSEMEN OF THE APOCALYPSE
FREAKY FLYERS
F-ZERO GCN
GALLEON: ISLANDS OF MYSTERY
GLADIUS
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARVEST MOON: A WONDERFUL LIFE
HAUNTED MANSION
HAVEN: CALL OF THE KING
HIDDEN INVASION
HIGH HEAT BASEBALL 2003
HITMAN 2: SILENT ASSASSIN
THE HOBBIT
IMMORTAL WARRIOR
JACKED
JONNY MOSELEY MAD TRIX
KILLER 7
THE LEGEND OF ZELDA: THE WIND WAKER
LEGENDS OF WRESTLING II
LOST KINGDOMS II
MACE GRIFFIN: BOUNTY HUNTER
MARIO GOLF
MARIO TENNIS
MASTERS OF THE UNIVERSE—HE-MAN: POWER OF GRAYSKULL
MEGA MAN BATTLE NETWORK: TRANSMISSION
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
NBA BALLERS
ONE PIECE: TREASURE BATTLE
PILLAGE
PIRATES OF THE CARIBBEAN
THE POWERPUFF GIRLS
PROJECT BG&E
PROJECT NUMBER 03
RALLY CHAMPIONSHIP
RAYMAN 3: HOODLUM HAVOC
RED FACTION II
RESIDENT EVIL 2
RESIDENT EVIL 3: NEMESIS
RESIDENT EVIL 4
RISK
ROLLING
RTX RED ROCK
SETTLERS
SHOX
SHREK SUPER PARTY
SNOOD
SOUL CALIBUR II
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
STARCRAFT: GHOST
STREET HOOPS
STREET RACING SYNDICATE
SUMMONER: A GODDESS REBORN
SUPER BUBBLE POP
SUPER BUST-A-MOVE 2
SUPERMAN: SHADOW OF APOKOLIPS
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM CLANCY'S GHOST RECON
TOM CLANCY'S SPLINTER CELL
TRANSWORLD SURF
ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION
VEXX
VIEWTIFUL JOE
WARIO WORLD
WORMS 3
WORMS BLAST
XIII
X-MEN: WOLVERINE'S REVENGE

GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
ALTERED BEAST: GUARDIAN OF THE REALMS
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BALDUR'S GATE: DARK ALLIANCE
BANJO KAZOOIE: GRUNTY'S REVENGE
BLACKTHORNE
BRUCE LEE: RETURN OF THE LEGEND
BUBBLE BOBBLE—OLD AND NEW
BUFFY THE VAMPIRE SLAYER
CABELA'S BIG GAME HUNTER
CAR BATTLER JOE
CRASH BANDICOOT 2: N-TRANCED
CRAZY CHASE
CRAZY TAXI
CREATURES
CUSTOM ROBO GX
DAVE MIRRA FREESTYLE BMX 3
DAVIS CUP TENNIS
DAREDEVIL
DEFENDER
DEMON DRIVER
DIGIMON: BATTLESPIRIT
DISNEY'S KIM POSSIBLE: REVENGE OF MONKEY FIST
DORA THE EXPLORER
DR. MUTO
DRAGON BALL Z: LEGENDARY SUPER WARRIORS*
EVOLUTION SKATEBOARDING
THE FAIRLY ODDPARENTS!: ENTER THE CLEFT
FAMILY TENNIS ADVANCE
FAMITSA ADVANCE
F1 2002
FIFA SOCCER 2003
FINAL FANTASY TACTICS
FINDING NEMO
FIRE PRO WRESTLING 2
FREEKSTYLE
FROGGER CLASSIC
GAUNTLET DARK LEGACY
GEM SMASHERS
GOLDEN SUN: THE LOST AGE
GT ADVANCE 3
HARDCORE PINBALL
HOT WHEELS: BURNIN' RUBBER
ICE NINE
JAMES BOND 007: NIGHTFIRE
JAZZ JACKRABBIT
KARNAAJ RALLY
KURURIN PARADISE
LADY SIA II
LEGENDS OF WRESTLING 2
LITTLE LEAGUE BASEBALL
THE LOST VIKINGS
MARVEL'S DAREDEVIL
MARVEL'S INVINCIBLE IRON MAN
MEGA MAN AND BASS
MISSION: IMPOSSIBLE—OPERATION SURMA
MLB SLUGGERS 20-03
MONSTER RANCHER ADVANCE 2
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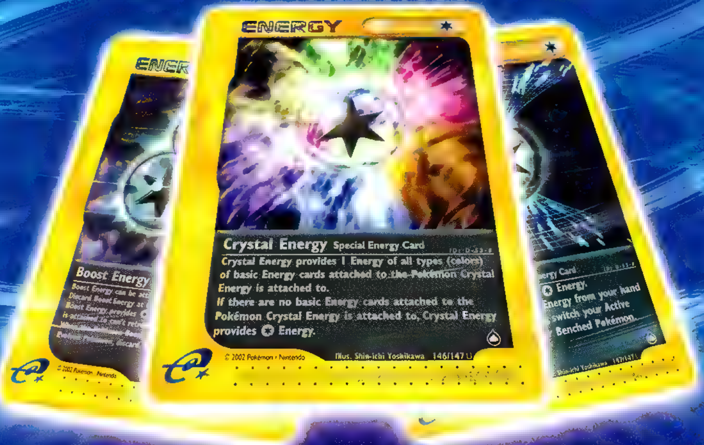
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER ACE
THE MUMMY
THE MUPPETS: ON WITH THE SHOW
NEED FOR SPEED
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
ONE PIECE GRAND BATTLE
PAINTBALL
PHANTASY STAR ONLINE CARD BATTLE
POWER RANGERS: WILD FORCE
RAYMAN 2*
RAYMAN 3
ROAD RASH
SCOOBY-DOO! THE MOVIE
SEA TRADER: RISE OF TAIPAN
SEGA SMASH PACK
SHAUN MURRAY'S PRO WAKEBOARDER
SIMCITY 2000
THE SIMPSONS: ROAD RAGE
SMUGGLER'S RUN
SONIC ADVANCE 2
SPACE CHANNEL 5
SPEED BALL 2: BRUTAL DELUXE
SPY KIDS 2: ISLAND OF LOST DREAMS
SUPERMAN: COUNTDOWN TO APOKOLIPS
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TINY TOON ADVENTURES: SCARY DREAMS
TINY TOON ADVENTURES: WACKY STACKERS
TOM & JERRY IN INFURNAL ESCAPE
ULTIMATE BRAIN GAMES
ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION
U.S. OPEN 2002
VIRTUA TENNIS
WALT DISNEY'S THE JUNGLE BOOK
WILD THORNBERRYS: THE MOVIE
WING COMMANDER: PROPHECY
X-BLADEZ: INLINE SKATER
X2 WOLVERINE'S REVENGE
YOSHI'S STORY
YU-GI-OH! DUNGEON DICE MONSTERS
ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

*GAME BOY COLOR GAMES

POWER UP!


ENERGY
Crystal Energy Special Energy Card
Crystal Energy provides 1 Energy of all types (colors) of basic Energy cards attached to the Pokémon Crystal Energy is attached to.
If there are no basic Energy cards attached to the Pokémon Crystal Energy is attached to, Crystal Energy provides ✪ Energy.
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Illus. Shin-ichi Yoshikawa 146/147
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Aquapolis

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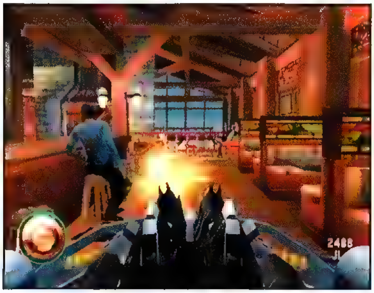
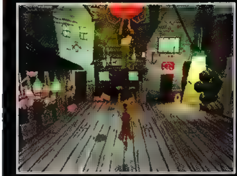
SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.



Sorry. Pardon me. Nice chalet you have here. Oops. So sorry about the foot. Excuse me. Whoops. Terribly sorry about the bullet holes. Apologies. Don't mind us, we're just passing through. Sorry. Sorry. Actually, I do have a license, thank you.

YOUR SCREEN TEST CAPTIONS



Our line was "Shaggy would have preferred visiting a chiropractor, but he couldn't find one who'd accept payment in Scooby Snacks." Here are some of your best lines:

Try the new Shaggy Swing at the Haunted Alley Amusement Park! Scooby likes it and so will you! *—Christopher Stevens*

Just a few more hours, Scooby, and I'll be tall enough for the NBA. *—Joel Miller*

Zoinks, Scoob! It's not like I knew you were gonna eat that last peice of barbeque pickle pizza, man! *—Coty Lollar*

And, ladies and gentlemen, this amazing upper body workout system is available for just four easy payments of $19.95! *—Tom Nelson*

Hey Fred! Is the T.V. reception any better?! *—Michael Balinski III*

Shraggy! Grive my schooby shnack back! *—Matthew Campbell*

"Like this is so ungroovy"...."Rah runroovy" *—Jason Rigiron*

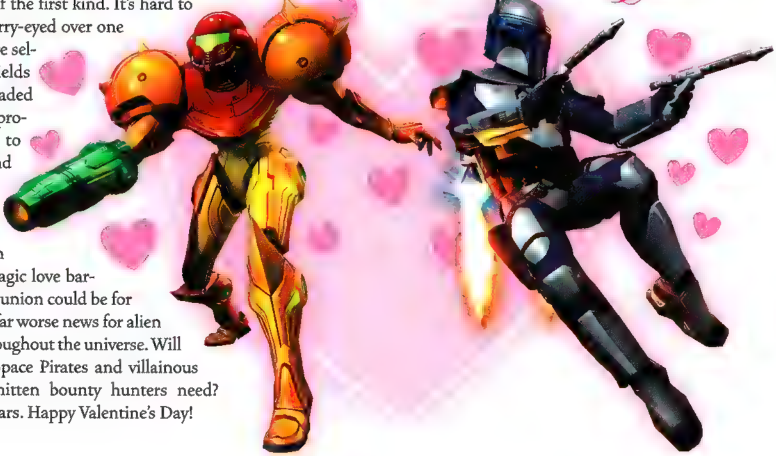
Look, you two. You've got a mystery to solve. You can't just hang around all day. *—Progoll13*

Like, Scoob, you're ripping my favorite and only pants, man! *—Dennis & Laura*

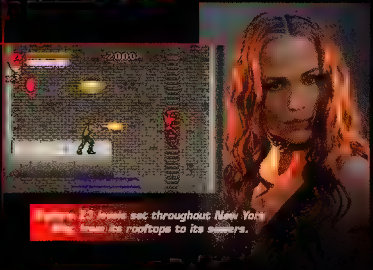
Scooby, it's a two-foot drop. I think you'll be okay. *—McLean Krieger*

THE POWER OF LOVE?

This Valentine's season, Power On's roving eye falls on a heavenly pair that has become the talk of the town. Has Samus Aran, the bounty-hunting beauty of Metroid Prime, finally caught her man? And has Jango Fett—the face that launched a thousand clones—turned in his blaster for a bouquet of roses? Ever since the stylish bounty hunters were spotted on the Nintendo GameCube last fall, the dish around the galaxy has been that the sharply dressed sharpshooters are having a close encounter of the first kind. It's hard to know if the couple is truly starry-eyed over one another, however, since they are seldom seen without blast shields covering their faces. Can two jaded space adventurers lower their protective armor long enough to spark flames of passion? And once ignited, will those flames consume the combustible materials in the pair's volatile armory and turn their tender moment into a tragic love barbecue? As dangerous as such a union could be for Samus and Jango, it would be far worse news for alien marauders and scoundrels throughout the universe. Will love conquer all—including Space Pirates and villainous scum—or is love all the smitten bounty hunters need? The answer is written in the stars. Happy Valentine's Day!



Marvel's legendary comic book hero comes to the big and small screens!



Explore 13 levels set throughout New York City, from its rooftops to its sewers.

DAREDEVIL
ONLY FOR
GAME BOY ADVANCE
EVERYONE
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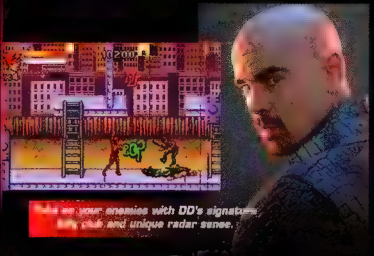
Welcome, Daredevil. Have you come to discuss my offer?

Encounter Elektra™, Kingpin™ and Bullseye™ and other Marvel favorites.



Take on your enemies with DD's signature billy club and unique radar sense.

Get the Game 2.4.2003
See the Movie 2.14.2003

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Violence

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Links Worth Checking Out

zelda.com

Many details of The Legend of Zelda: The Wind Waker are still hush-hush. And so are plans for the website. One thing is for sure, though—Nintendo has huge plans for its well-established Zelda website, zelda.com. To whet your appetite, zelda.com will first delve into the worlds of The Legend of Zelda: Ocarina of Time and never-before-released Ocarina of Time Master Quest.

Starting February 16, Zelda fans can finally get their hands on the two-in-one Game Disc by preordering The Wind Waker. (See the website for details.) To serve the needs of intrepid Ocarina of Time adventurers, zelda.com will present comprehensive online strategy guides for both epic games.

Since the Master Quest is a variation of Ocarina of Time, interactive maps will let you scrutinize an area and see the differences between the two games. The online guide will feature plenty of screenshots that will demonstrate the toughest challenges.

As if that weren't enough, zelda.com will also offer printable versions of the online guides. It's going to take you dozens of hours to explore both epics fully—and you won't want to hog your home's Web connection 24/7!

Pay close attention to zelda.com in mid-February to find out what secrets Nintendo's website for The Wind Waker will reveal. Character animation and the wind's motion are essential to the game's design. Those two game elements will also be prominent on the website—a highly expressive Link will watch where you click and interactive games will reveal how Link will tinker with the forces of nature during his first Nintendo GameCube adventure. When Ocarina of Time debuted on the N64, zelda.com underwent a radical transformation, and we're sure the release of The Wind Waker will have the same dramatic effect.

The Place for Pokémon Trainers

pokemon-games.com

In late January, the Pokémon Ruby and Pokémon Sapphire website launched in anticipation of the games' March 17 release. Our eight-page preview of the games this month gives a sense of how expansive the games really are, but it barely scratches the surface of Pokémon Ruby and Sapphire, so we're rolling out more details about the games at pokemon-games.com. Go there to find more info on the revolutionary new two-on-two battle system and the new Pokémon Contests. After the games are released, the website will help you get started on your journey in the new land and evolve in step with your needs and experience.

Expect big things from pokemon-games.com. It's where all the Pokémon Trainers are going to be hanging out and you won't want to miss a beat!

WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEBSITES? STAY TUNED FOR MORE UPCOMING ONLINE DEVELOPMENTS AND BE AMONG THE FIRST AT THE HEART OF THE ACTION.

Enter Nintendo's

"Play every day" Sweepstakes today!

Go to **www.nintendo.com/playeveryday** to enter for a chance to win cool prizes that'll get you playing!

Sweepstakes ends Feburary 28, 2003

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PLAY IN YOUR WORLD, TOO!
PLAY IN MARIO'S WORLD

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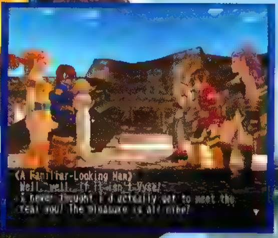
SKIES of ARCADIA LEGENDS™

Experience the Director's Cut with hours of new gameplay!

An improved battle engine featuring spectacular special attacks

Employ devastating weapons and magic



(A Familiar-Looking Man)
Well, well... if it isn't Vyse!
I never thought I'd actually get to meet the real you! The pleasure is all mine!

New "Wanted" Battles, characters, weapons, and more!

Battle to Save Arcadia!

You are Vyse, a pirate on a quest to defeat the evil Valuan Empire. As you swing into combat, remember that the fate of the world is at stake. Fail, and Arcadia will suffer. Succeed, and your name shall be honored forever. Will you become a Legend?

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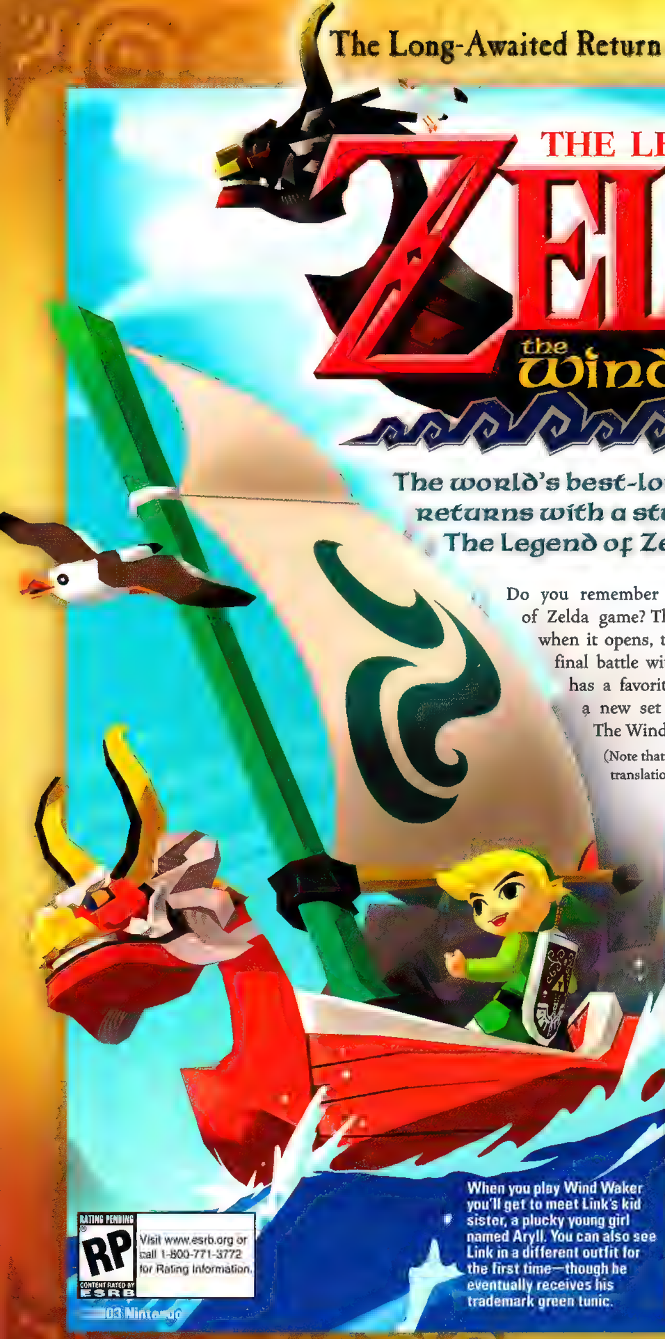
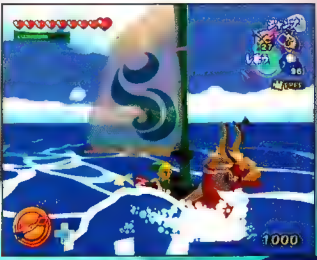


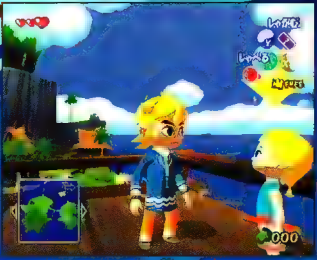
THE LEGEND OF ZELDA® the wind waker™

The world's best-loved video game series returns with a stunning new chapter– The Legend of Zelda: The Wind Waker!

Do you remember the first time you played a Legend of Zelda game? The sound that a treasure chest makes when it opens, the mind-bending puzzles, the inevitable final battle with a huge, terrible boss . . . each gamer has a favorite memory. But now it's time to unlock a new set of memories in The Legend of Zelda: The Wind Waker.

(Note that many of the names in the article are rough Japanese translations and may change in the final English version.)





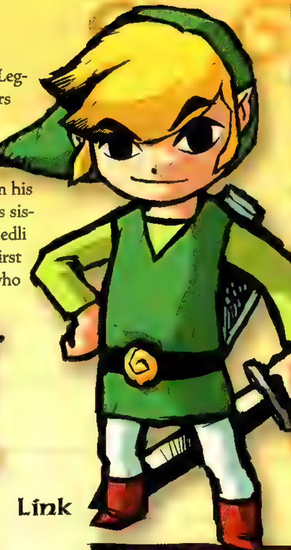
When you play Wind Waker you'll get to meet Link's kid sister, a plucky young girl named Aryll. You can also see Link in a different outfit for the first time—though he eventually receives his trademark green tunic.

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

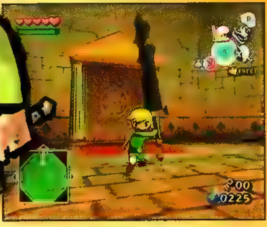
03 Nintendo

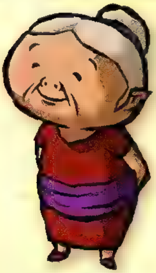
A Link for the Future

In a recent interview, Shigeru Miyamoto (the creator of The Legend of Zelda) said that The Wind Waker takes place 100 years after the events in The Legend of Zelda: Ocarina of Time. Take a look below to see some of the new characters you'll encounter in your travels. Each of them plays some small part in the quest. Link's grandmother, for example, gives him his traditional green outfit as a twelfth birthday present, and his sister hands him her favorite treasure—a powerful telescope. Medli is a princess of the Rito tribe who helps Link discover his first dungeon. And finally, Makar is a mischievous forest spirit who enjoys playing music and causing trouble.

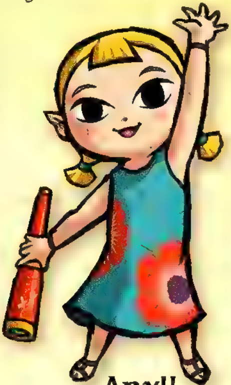


Link

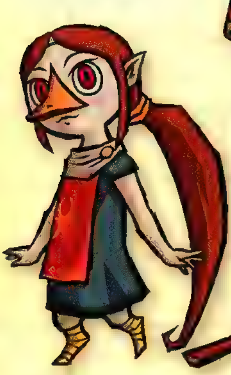




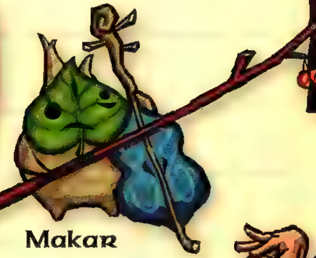
Grandma



Aryll



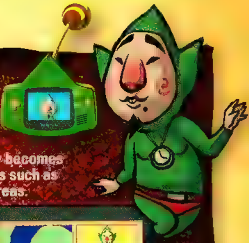
Medli



Makar

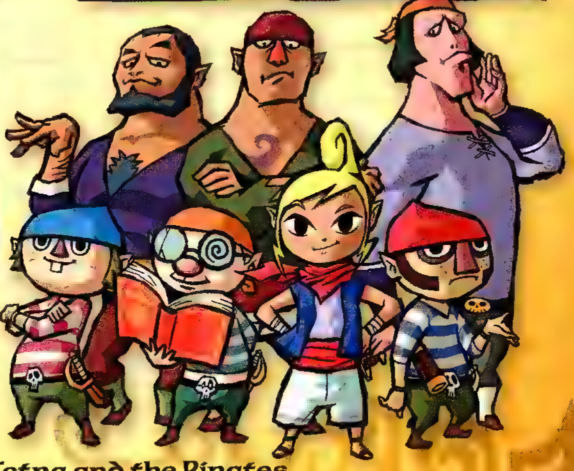
Tingle Returns!

Tingle is back, and this time he'll offer you more than maps—he will allow you to plug a GBA into your GCN and play The Wind Waker with a friend. Your GBA-using buddy becomes Tingle and performs important tasks such as bombing walls and exploring new areas.



GAME BOY ADVANCE

You'll also get to know newcomers Captain Tetra and the pirates. The pirates sail around the waterlogged world in a constant search for treasure, fortune and glory. Their leader is Tetra, a female pirate who can hold her own with any freebooter on the high seas. The buccaneers in the front row, from left to right, are Niko, Mako, Tetra and Zuko; and in the back row, from left to right, are Senza, Gonzo and Nudge.

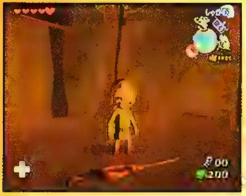


Tetra and the Pirates

So Real It's Unreal

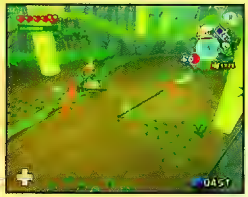
As you can see, The Legend of Zelda: The Wind Waker sports a phenomenal new graphic style. Known as either cel shading or toon shading, the new look totally immerses players in Link's universe. You can tell exactly what Link is thinking or feeling just by watching his expression change. You'll feel like you're controlling a living, breathing person—not just a random collection of polygons. Link also has a number of new moves and talents to accompany his new look. Check out a few of them below.

Link's Roving Eye



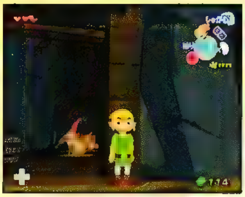
If you stand in one place without touching the Controller, Link will look around the room. His eyes usually settle on something that is interesting or that you can use to solve a puzzle.

Armed and Ready



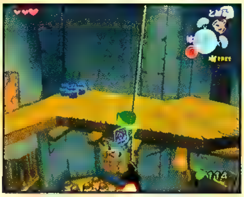
Many baddies are armed with large weapons. When you dispatch such an enemy, it will often drop the weapon. Link can pick up dropped items and use them to attack other foes.

The Side Step



Link can now inch across ledges by pressing himself against a wall and sidling along. You'll use the move to creep along narrow cliff faces and other ledges.

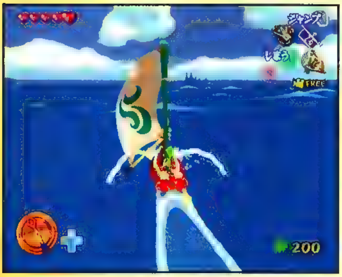
Rope Swing



If a rope is nearby, Link can jump and grab onto it. He can use the rope to swing in different directions and reach far-off areas.

The Ocean in Motion

The Wind Waker's overworld is a vast, wet place. Link's home is essentially one gigantic ocean, with more than 50 islands (both small and large) to discover and explore. But the ocean is much more than a place to put your boat. Once you delve into the game and acquire certain items, you'll be able to dredge the ocean floor for treasure, battle sea monsters, fire cannons at your seafaring enemies and more. You'll also encounter a few drifters who sail the ocean waves—and they all have strange tales to tell.

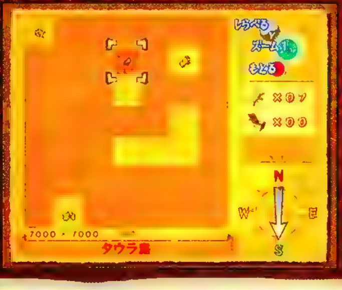


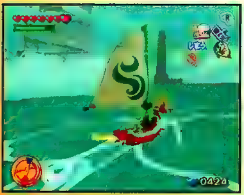
King of Red Lions

Link's boat, called the King of Red Lions, functions as a partner and friend. The boat's figurehead (the large head on the front) can even speak to Link and give him hints.

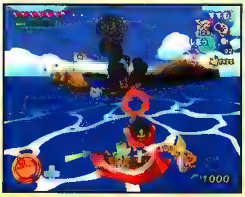
A Fishy Story

Once you gain access to Fish Bait, you can meet up with a paintbrush-wielding fish who will fill in your map one section at a time. His artistry will help you find islands and treasures that you might have missed the first time.

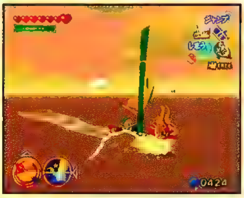




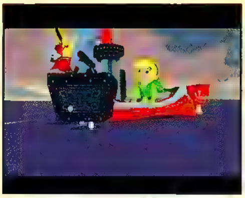
After you purchase a sail, your boat will make good time on the open seas. The wind will play an important part in speeding you on your journey.



The ocean is not an innocent place. You'll often have to stop your journey to battle a sea monster or address some other threat.



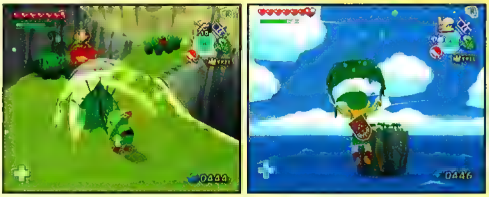
When you set sail, you will activate the passage of time. The sun and moon both rise and set, and some events can happen only at a specific time of day.



Link's treasure hunting isn't limited to dungeons anymore. He can search the ocean floor to find chests crammed with Rupees and other surprises.

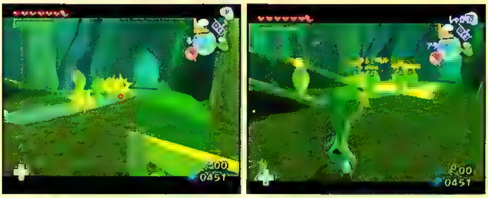
Get the Goods on the Gear

No Legend of Zelda game would be complete without a huge array of useful items. Some things in Link's arsenal (such as the boomerang) are familiar, but others are new. The most important new item is the Wind Waker, a magic baton that allows Link to cast spells and change the nature of the world. Take a look at the following items to get a feel for the tools you'll use. There are many more items in the game—you'll find the ones shown below early on.



Deku Leaf

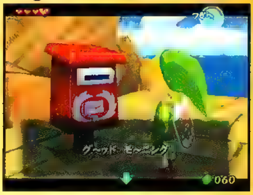
The Deku Leaf has two functions. If you use it on the ground, it will create a large gust of wind that can knock over an enemy or activate a switch. If you use it in the air, it becomes a kind of glider and allows Link to surf the winds for a brief while.



Boomerang

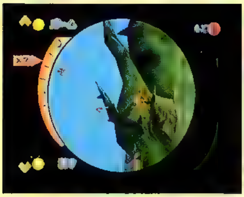
The familiar boomerang has been a staple of The Legend of Zelda since the first NES title. Link's trusty weapon can still stun enemies and engage switches, and now it can also target multiple enemies at once. Select up to five foes, then release the boomerang and watch it hit them all!

Bags



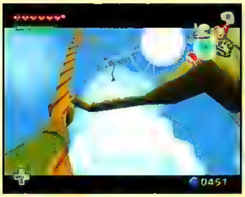
No hero is complete without a fine collection of bags. Link can use three bags in The Wind Waker, and each one holds a different kind of item. One bag even lets Link send and receive mail.

Telescope



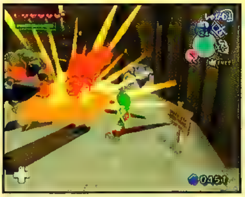
The telescope is great when you're searching for a small island on a big ocean. It has a powerful zoom lens.

Grappling Hook



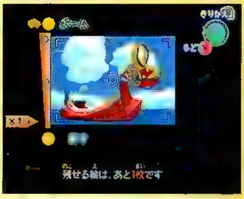
The grappling hook can attach to certain branches and outcroppings and allow Link to swing over gaps.

Bomb

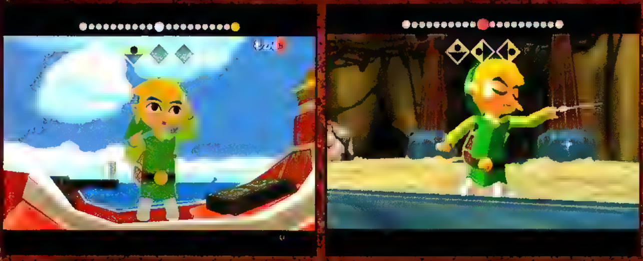


Bombs go boom. Many enemies are vulnerable to bomb blasts, but you'll most often use them to find hidden rooms.

Picto Box



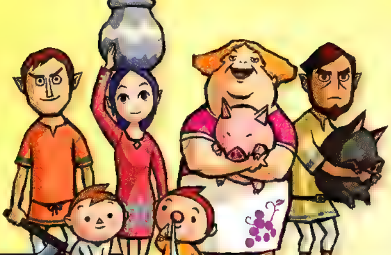
The Picto Box from Majora's Mask makes a return appearance. While photography is fun, the Picto Box also serves a new, secret purpose.



Wind Waker

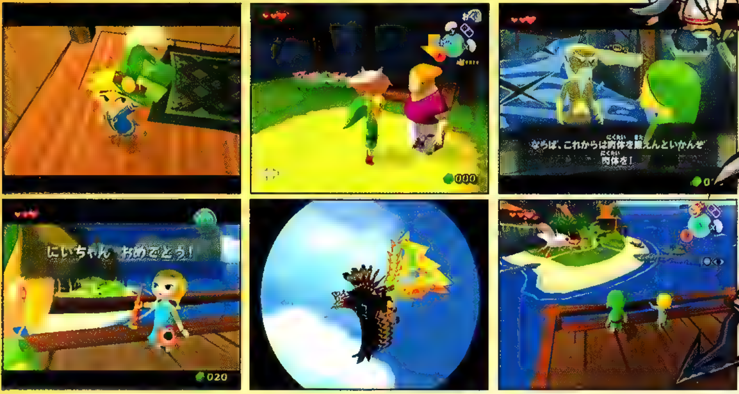
The Wind Waker functions much like the ocarina in Ocarina of Time—it allows you to control the elements, change the time of day and manipulate objects. As the game's title suggests, wind will play a vital role in your quest. In fact, the first spell you'll learn involves using the Wind Waker to change the wind's direction. By doing so, you can put a fierce gale at your back and use the boat to cross vast distances quickly. Using the Wind Waker is simply a matter of pressing the C Stick at the right time. More complicated spells will involve the Control Stick as well.

The Legend Continues . . .



Link Comes Home

The Wind Waker story starts out on Link's peaceful home of Prolo Island. It's Link's twelfth birthday, and he receives many good wishes from the townspeople. Players will engage in a number of familiar events on the island—including a battle with a master swordsman and an encounter with a woman who wants you to retrieve lost animals. Unfortunately, at the end of the day, a giant bird kidnaps Link's sister.

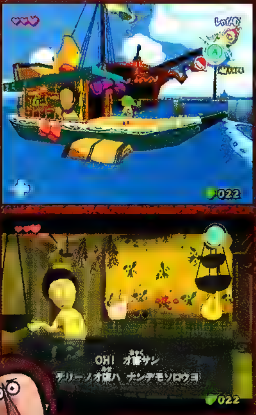


ならば、これからは肉体を鍛えんといかんぞ
肉体を!

にいちゃん おめでとう!

Some of the island tasks are just for fun, but some are necessary to begin your quest. Though the island seems large and imposing at first, it's actually one of the smaller areas in the game.

Meet the Beedle

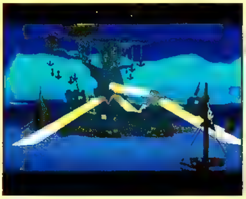


OH! オ客サン
テリーノオ店ハ ナンデモソロウヨ

Beedle is a friendly merchant who makes his home on the water. You can often find his shop floating near dungeons and other dangerous places.

Pirates of the High Seas

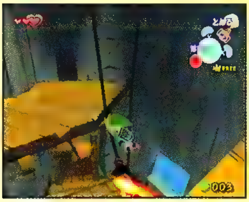
Swearing to rescue his sister, Link sets out on the adventure of a lifetime. Before he can leave Prolo Island, he must gain access to a boat—and that means he'll need help from Tetra and the pirates. After the buccaneers test his courage and skill by sending him through a series of challenges, they fire him out of a catapult and into the Forsaken Fortress, where the sister-stealing bird was last seen.



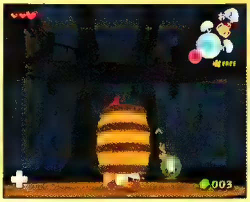
To pass muster with the pirates, Link must prove his skill by swinging on ropes across a series of gaps. Once the sea dogs are convinced of his bravery, they will agree to help—although being launched from a catapult is not what Link had in mind when he signed on for the quest!

Forsaken Fortress

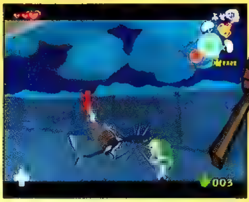
The Forsaken Fortress is home to some very unpleasant creatures. It also boasts a number of spacious jail cells, and one of the cells contains Link's sister. To rescue her, Link will have to use both force and cunning. Some situations call for an all-out assault, while others require a more delicate touch. If he's not careful, Link may end up in jail himself.



Pirate ship practice pays off when you enter the fortress. Many areas are accessible only by rope swings.



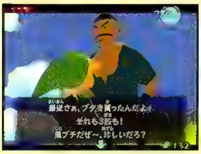
Link can sneak past enemies by hiding under a barrel. Be careful—even dumb guards know barrels don't have feet.



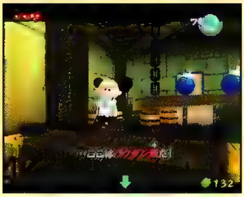
Link must battle many guards to reach Ayrll, but first he must take out the searchlights that flood the grounds.

Taura Island

Although Link finds his sister, the reunion is short-lived. After a brief and fruitless battle, the giant bird deposits Link on Taura Island. It is a strange port of call, filled will all kinds of shops and shifty characters. It's also a good place to stock up on much-needed items—including a sail for your boat.

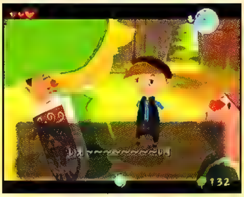


Bomb Shop



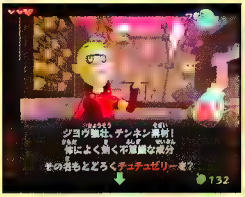
The bomb shop owner charges 10,000 Rupees for a single bomb! The price drops later in the game.

Gang



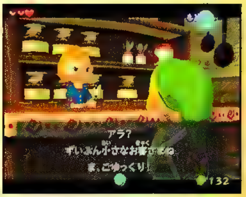
A group of boys wants to play hide and seek with Link. It will feel familiar if you've played Majora's Mask.

The Potion Shop



The potion shop is a good place to heal yourself. You'll need to bring the owner some ingredients first.

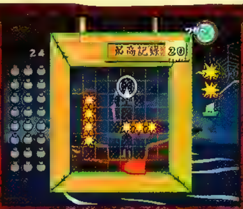
Cafe

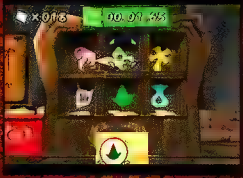


The cafe is full of people with stories to tell. The clientele changes from day to night, so stop by often.

Minigame Madness

No Legend of Zelda title would be complete without a wide selection of minigames. In the shots to the right, you can see two of the many different games you'll play throughout the main adventure. The first is a Battleship-like title in which you must bomb an opponent's hidden fleet. The second requires you to throw cards into the correct slots in a certain amount of time. Most games aren't required to complete the mission, but you can earn Pieces of Hearts, Maps, Rupees and other valuable prizes by participating.





Dragon Roost Island

Once Link has a sail, he can explore the high seas at his leisure. Though you are free to go anywhere you want right off the bat (a wonderful way to learn about the world), the next leg of the quest leads you to Dragon Roost Island, home of the Rito Tribe. The Rito people need a special feather, but they're too scared to enter the dungeon. Maybe Link can lend a hand?

Dungeon Danger

The bulk of The Legend of Zelda: The Wind Waker takes place inside dungeons. Like in all Legend of Zelda titles, the dungeons are a brilliant combination of fighting and puzzle solving. You'll need to use all of Link's new talents (and your own brainpower) to achieve success in each dungeon. Familiar items like dungeon maps, compasses and boss keys also make return appearances. The first three dungeons are all based on elements—fire, wood and water respectively.

Awaiting the Waker

On March 24, 2003, gamers the world over will enter a whole new world. The Legend of Zelda: The Wind Waker has already achieved phenomenal retail success and glowing reviews in Japan, and the North American version should follow suit. Check out the following interview with two of the game's driving forces on the following pages, then read on to learn about the amazing Wind Waker presale offer that begins in February! No doubt about it—it's a great time to own a Nintendo GameCube.

The Masters Speak

On December 4, 2002, Nintendo held a The Legend of Zelda: The Wind Waker event with journalists from across the country. The highlight of the day was a two-hour videoconference interview with Shigeru Miyamoto (the producer) and Eiji Aonuma (the director). We've reprinted the interview below (edited slightly for length) so you can get an inside look at the design process.

Shigeru Miyamoto (SM): Good evening everyone, and thank you for joining us. It has been about two and a half years since Majora's Mask was released, but now we have a completely new Zelda ready. Considering that we started from scratch—The Wind Waker has completely new graphics and game play—the fact that we were able to complete this in two and a half years is really good for a Zelda game. I'm relieved that, as I promised, we were able to complete the game and launch it in Japan by the end of the year.

I do have some regrets that we weren't able to do that for the US version. But in Japan this year, while we do have Zelda, we do not have Metroid [Prime], which is obviously a large title that the US has for the end of the year. This time around I think that the story [of The Wind Waker] is more in-depth, and the characters that appear in the game have a lot more to them. So we are going to take the right amount of time to localize it properly for the US and have it out early next year. I apologize [for the delay].

As a producer, I play different roles. One of them is getting involved early in meetings designed to determine direction. Then I get involved later in the development, working on fine-tuning and helping to make improvements. This time around it was actually quite easy. A lot of meetings were held throughout the development process, and we didn't have to make many changes to the game spec. In the end, it wasn't so much me coming in and changing things around, it was just me being there to give input and make sure the quality was there. It was easy for me in that sense. For me, personally, it's been great because it's given me a different feel for the development, rather than having to create everything myself. It's also given me some insight into other aspects of development that I didn't have a chance to see until now. Of course, Zelda games have a long history. The world of Zelda has a very strong tone that lets you know you're playing a Zelda game. This time I really think we did an excellent job of bringing out that flavor, as well as enhancing the whole experience of the player going into the world and interacting with it. I think we've really done a great job.

Q: When did development begin on Wind Waker?

SM: When Majora's Mask ended, we already knew that the Nintendo GameCube was going to be our next platform, so we had begun planning for that. If you were to actually go back and look at when we were doing experiments on the GCN hardware, that would be more than two and a half years ago. The reason we were able to show the more realistic-looking Zelda battle at Space World 2000 was because we had been doing some preliminary experiments with the console prior to completing Majora's Mask. That's why that video existed. It wasn't until afterward that we began working with the director and programmers to go ahead and create The Wind Waker.

Q: In the beginning of The Wind Waker, we learn that Link is the Hero of Time. How many Links are there [in the overall Zelda timeline]?

Eiji Aonuma (EA): In our opinion, every Zelda game features a different Link. A new hero named Link always rises to fight the evil.

Q: Wind plays a big role in the game. Where did that idea come from?

EA: This time, we decided to set [the game] on an ocean. We began talking about how you would travel on an ocean. Obviously, the best option was a sailboat. So that's how we ended up with a game where the wind is constantly blowing through the land—to let the player sail around.

SM: Actually, for a long time we wanted to use wind in games. We had windy stages in the Super Mario games before, but it really wasn't until we were able to use the technology of the GCN and some of the possible visual styles that we were able to really show wind blowing in a game. So that was one of the things we decided to challenge ourselves with—which made it a driving force behind The Wind Waker.

Q: Where does The Wind Waker fit in the overall Legend of Zelda timeline?

EA: In terms of the story line, we decided that this takes place 100 years after the events in Ocarina of Time. We think that as you play through the game, you'll notice that the beginning of the story explains some of the events in Ocarina of Time. You'll also find hints of things from the Ocarina of Time that exist in The Wind Waker.

There's also a more complicated explanation. If you think back to the end of Ocarina of Time, there were two endings in that game in different time periods. First Link defeated Ganon as an adult, and then he actually went back to being a child. You could say that The Wind Waker takes place 100 years after the ending in which Link was an adult.

Q: What did the GCN technology allow you to do that you couldn't do before?

SM: One of the things we were able to do with all the space on the new disc media was to give lots of life to the characters through animations. All of the characters you'll see in the game do a lot of different things. There are many different animations, and we were really able to bring things to life more than when we were limited to the silicon ROM cartridges. So as you play the game, you'll see a lot of different characters doing a variety of things. Each [character] has their own AI that performs independently. We think that has really enlivened the game play experience.

Q: Do you think the graphic style will attract a new or different audience? Also, do you think it might turn off other, perhaps older, gamers?

SM: I think when people first see the game, the graphics are the first thing they talk about. Once you play the game, you'll really come to understand why we went with this graphic style. Also, the more you play the game, the more you get sucked into the graphic style—[then] you forget about it. When we make a game, we think that it is the quality of the game that determines whether or not it will have a wide appeal for an audience—and The Wind Waker is a very high-quality game.
We think that its graphic style will appeal to certain groups, but at the same time, as soon as you start playing you're going to get sucked into the story and the game play. You're really going to enjoy yourself, and we don't think it's going to turn anyone off. We actually think that as you play the game and look at the world around you, it's going to seem realistic despite the graphic style. By using the term "realistic," I mean the qualities of the world itself. I don't mean to deny the value of more photorealistic graphics, but the more realistic graphics get, the more unrealistic things such as bumping into a wall or getting hurt might seem. If not expressed properly, it seems out of place.

This time, we've tried to have very realistic facial expressions. We want to have a game where everything in the world feels like it's in its place. We think that when you play, you will see Link do something and then react realistically. From that point of view, The Wind Waker is very realistic—in terms of expression and the whole "oneness" of the world. Just play the game without thinking about the visuals—it will be a lot more fun.

Q: Why doesn't the game have much voice acting?

EA: We've obviously carried this [lack of spoken dialogue] from previous Zelda games. We can express what we want within the game without having to use a lot of voice acting. While I can't say for certain that it will always be like that with Zelda games, the way we've done it for The Wind Waker is suitable for the world. Also, as people have played Zelda over the years, they have formed their own ideas of how Link might sound. If we were to put a voice in there, it might not match up with someone's image, and there might be a backlash. So we've tried to avoid that.

Q: Ocarina of Time and Majora's Mask shared similar visual styles. Will the next Zelda game use the same visual style as The Wind Waker? Also, do you see the art style extending to other titles?

SM: With Zelda, it's not so much that we want to go with the toon shading as that we are happy with the proportions of Link in the game. We like the fact that the package art matches the artwork in the game. In the past, you'd have a Game Boy Zelda game and a console Zelda game where the art styles didn't match. On top of that, the art style on the boxes didn't match the art style in the game. We've really tried to cut back on that, so you can see the same Link across the different platforms. We think this is a good style with which to do that. On the other hand, if we were able to do something more along the lines of Zelda II [The Adventures of Link for the NES], which was more of an action-based game, then probably the proportions of Link as we see him in The Wind Waker would not be appropriate, and we might have to reevaluate the style. (cont.)

As for bringing this game's graphic style to other titles, we place great value on the creativity of our different development teams. So we wouldn't want to apply what one team has done to another [team]. Another thing that's important to us is that Nintendo always tries to do something that the competition isn't doing. If we were to see a trend where toon shading became the trend in video game development, then maybe we would shift our direction towards realism.

Actually, when I first saw the toon-shaded Zelda, I was very surprised and excited by it. However, I was really startled by the response we got from the press when we showed it off for the first time. They all said, "Oh, so is Nintendo now trying to take Zelda and aim it only at kids?" Really, the whole concept we had behind it was that we thought it was a very creative and new way to show off Link. All of a sudden, it had been interpreted as Nintendo's new strategy. That was a shock for us. When it comes to Nintendo strategy, it's not that we want to make games for kids. It's that we want to make them creative while appealing to a wider audience. Obviously, we see games as entertainment, and we want to find the best way to make the game play experience entertaining for everyone.

Q: The style of Zelda is almost anime- or manga-like. Did other artists' work inspire the game?

EA: While we haven't been inspired by anyone in particular, you could say that because we've all grown up reading manga and watching anime, it probably inspired us to want to create a video game in a similar style. I don't think I could say that there was one particular inspiration.

SM: Actually, we do have some anime fans on the team, but we also have fans of particular movie directors, too. We have a mixture of people that helped create this title. Even if they wanted to make a game based on someone's particular style, we probably wouldn't let them. *My Neighbor Totoro* [a famous Japanese anime film] impressed me with its style. That's something I like to look at—to see something within an existing medium that is creative and different. That's what we try to do with our products, to take something that people have seen and try to do something different with it. It's when you're really able to do something revolutionary within a medium that's existed for some time that I think you're able to shock and startle people. That's usually how it is for me.

Q: How do you create a game that's new and different while maintaining a distinct Zelda feel?

EA: I've been working on Zelda play control since Ocarina of Time. We really liked that system and thought we could make use of a similar system for this game. We did that to provide a new feel. It also makes it easier for the player to control Link and get into the game play. We have the new Controller this time, so we've tried to add features that make it easier to control Link.

SM: Also, we had discussions about how to make a game that's accessible to people who never played the Zelda franchise before—while at the same time making it feel fresh to fans of the series. This time around, we kept many of the items from the past games, and early on in development I was worried that doing so might make the game feel too old and similar. We decided that trying to introduce newer and more complex items just raises a barrier for people who have never played the franchise before. It can stop them from being able to jump in and enjoy it.

Also, Zelda has always been based on the player thinking things through in his or her head. We tried to focus on ways to improve that. However, since we have a boat in the game, we've been able to take some of the existing items and apply them in ways that allow them to be used on the boat. We think that it's really going to be thrilling for players who experienced past Zelda games.

Q: Did the same person work on the music in all the Zelda games? And how important was sound design?

EA: Throughout the Zelda series, Koji Kondo has been responsible for the music composition, and in The Wind Waker he was responsible again. Because the story takes place 100 years after Ocarina, they decided to feature familiar songs from that game. They've implemented it in a way that they think will be appropriate, since it's set far in the future from when they were first heard. Also, we've reworked some of the background music from A Link to the Past as well. I actually have very little input when it comes to the sound. I let them work on their own. So for me, it's a lot of fun to see how the sound takes shape and how they're using different effects in battles and such. Something else that's important to mention is that usually on a game we have two or three [sound designers], but this time we bumped it up to five or six people. Part of the reasoning behind this was the rushed development schedule, but we also wanted to have very high sound quality.

Q: Why did you decide to implement the GBA connectivity in the way you did?

EA: When we started development, Mr. Miyamoto said he knew that Zelda games had always been for one player. But this time he wanted to allow, say, a father to interact with his son or any second player to interact with the main player. We thought this was a good way to introduce that.

Q: We saw two Zelda titles on the N64. Are there plans to bring a second Zelda to the GCN?

EA: Having just finished the Japanese version [of The Wind Waker], and with the English version still on the way—and with all the time I've spent at the office—it's difficult for me to even think about that possibility. But at the same time, whenever we make a game, there are always things that we wanted to incorporate that we couldn't, or things that we wanted to do differently but didn't have the time. I think that's the case this time, and there are things that the staff wanted to include that they didn't. Given that fact, we think it's possible—if not likely—to see another GCN Zelda game. Whether or not I'll be the director on that, though, I don't know.

Q: Talk a bit about Link's eyes. How does their movement affect the game, and didn't you change the eye color at one point?

EA: Once we decided to go in the toon-shading direction, we thought it would be important to use the technology as much as possible so we could draw out the natural features of the world. We wanted to show Link's expressions, and the eyes became very important. Gradually, as we managed to program the movement of the eyes, we began to look at different ways we could make use of that. It became part of the natural process of figuring out how to make Link feel more alive and aware of his surroundings. It was through this natural process that we began to put in items that would attract Link's attention.

SM: When we decided to use the eyes in this way, we considered changing Link's eye color throughout the game. There were points where his eyes were bright red while he was fighting, and there were some different opinions on that. Obviously, one of the concerns was that you could only see his eye color if the camera was looking at him from the front. But even if you could see his eyes, we thought it [the red-eyed look] was a little strange. So ultimately we decided not to do that. When we originally released some of those pictures showing Link with a different eye color, I received a lot of mail commenting on it and suggesting what colors we should or should not use. It was interesting, but after much experimentation we decided to go with the eye color we have now, which is a black color that graduates into a greenish haze. If you're very attentive and look at screen shots we've released over the past year, you may notice some different eye colors—but we really didn't think anyone was paying that much attention.

Q: In terms of the size of the quest, can we expect something similar to the N64 versions?

EA: In our testing department, we obviously have someone who can complete the game faster than anyone else. This time around, the fastest tester was able to clear the game in 10 hours. That's after a lot of game play and knowing everything backwards and forwards, start to finish. Ten hours is not a time [in which] anyone playing the game for the first time could expect to finish it. Really, I think a good example would be to explain that with Ocarina of Time, the fastest completion time was about six hours. From that perspective, the game is very large. Probably around 40 hours of play time.

SM: I would actually like it if we could get off this subject of game size. There are a lot of people out there who don't have a whole lot of time to play games. Of course, there are certainly others who will refuse to buy a game if it's not a certain number of hours long. If you're worried about it being short like some of the other games we've had in the past, you don't have to worry. I think as you play the game, you'll get the feeling that it is done in three acts—almost like a play. That is a realization I came to not as a producer, but when I was playing the game. I thought, "Oh, I cleared Part One. Now Part Two. Oh, here's the Finale." That is also a neat aspect of the game. There are actually a lot of events that you can do at any point during the game—a lot of stuff that isn't necessary to complete the game. I think it's unique and interesting in that sense.

Q: Does Link age over the course of the game?

SM: In our eyes, we think he matures in the game. As to whether or not he grows old, we want you to play the game and find out for yourselves.

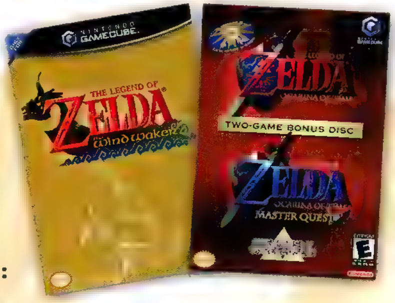
Q: Now that The Wind Waker is complete, do you have anything big planned for the GCN? Any other products with such a high production value going on in the background?

SM: I realize that we haven't talked about this a lot in the US or overseas, but of course we have a lot of big titles coming for the Nintendo GameCube. I think you can expect some big announcements from us in the future.

PREORDER ONE EPIC TITLE . . .

GET TWO LEGENDS

You've heard the rumors—now get the full story straight from the source. Beginning on February 16, you can place a deposit and preorder a copy of The Legend of Zelda: The Wind Waker at any participating retailer. (Participation may vary from store to store, so be sure to ask before you order.) The moment you place the order, you'll receive a free Nintendo GameCube disc that contains two games—The Legend of Zelda: Ocarina of Time and The Legend of Zelda: Ocarina of Time Master Quest—and interesting info on other Nintendo titles!


NINTENDO GAMECUBE
THE LEGEND OF ZELDA The Wind Waker
ZELDA OCARINA OF TIME
TWO-GAME BONUS DISC
ZELDA OCARINA OF TIME MASTER QUEST

Playing two free Zelda games is the perfect way to keep your twitchy thumbs occupied until you get a copy of The Wind Waker on March 24! The Legend of Zelda: Ocarina of Time Master Quest is a special version of Ocarina of Time that wasn't released for N64 in North America. The game features more challenging dungeons, tougher puzzles and the familiar Ocarina story line. We'll offer exclusive coverage in the March issue of Nintendo Power, as well as a complete walkthrough at nintendo.com.

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THE LORD OF THE RINGS

THE TWO TOWERS™

TEEN
T
CONTENT RATED BY
ESRB

Blood
Violence

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A MELEE IN MIDDLE-EARTH

Gimli's axe, Aragorn's sword and Legolas's bow have helped bring the Fellowship of the Ring as far as Amon Hen. In the second part of our coverage of EA's GCN action classic, The Lord of the Rings: The Two Towers, we guide the three warriors through a troubled leg of the journey and to the ultimate standoff at Helm's Deep.

Gimli

If you choose Gimli as your fighter, you will have awesome fury in melee combat. He's not the fastest battler, but he has a strong heart and an iron will.

Aragorn

The last descendant of Isildur is the most balanced fighter of the trio. Select the ranger if you want equal ability in defense, close combat and ranged attacks.

Legolas

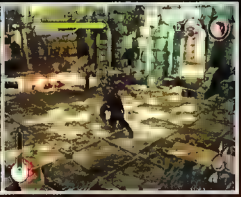
Unmatched in long-range accuracy, the Elven prince will also allow you to hold your own in tight confines with a pair of swift blades. He carries 60 arrows at a time.

SHOW YOUR SKILLS

The round gauge at the base of the experience meter determines your rating for every battle victory. You can fill the skill meter by executing swift and confident attacks. Defend yourself, then counter with combos and other fierce attacks.

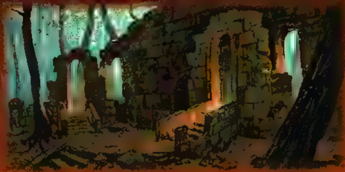
If you strike first, you'll catch the enemy off balance and set up a quick victory. If the enemy lunges, parry then counter.

A fast combination or a Fierce Attack on an unguarded opponent will make your skill meter grow and earn you a high rating.



If you string together several highly rated attacks or score a Perfect rating, you can sustain skill-meter momentum.

AMON HEN

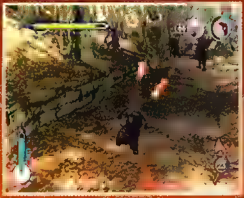


Gandalf is gone—lost in Moria—and Saruman's Uruk-hai have caught up to the Fellowship at Amon Hen. You must occupy the horde so that Frodo can slip away and continue his journey to Mount Doom.

Start at the Top

As soon as you gain control at the start of the Amon Hen mission, climb the stairs of the stone structure nearby and break a block to earn experience. Then quickly clear the area of Uruk-hai and move on.

One against Many

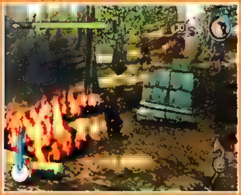


After the first battle, your fellow fighters will go their own way, leaving you to fight the Uruk-hai onslaught on your own. You're ready. Cut through them quickly to build your skill meter.

Instant Experience

By wandering off the beaten path, you can find blocks that will give you an Experience Point boost when you break them with your blade. The blocks are sometimes covered by vines.

Fight Fire



[illegible]

Battle at the Bridge

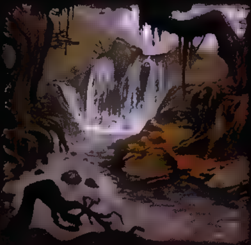
[illegible] your companions on a [illegible]. Hold your position at one end of the bridge and clear away the [illegible]

AVENGE BOROMIR

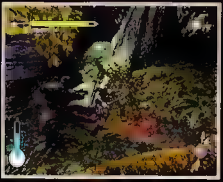
[illegible]

FANGORN FOREST

The story of the Two Towers begins in Fangorn Forest. You'll split from your companions to increase your chance of finding the captured Hobbits. Break through obstacles with your blade and be prepared for ambushes.

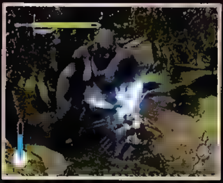


Log Duel



An Uruk-hai with a long blade will attack you from behind in a hollowed-out log. Block his swings, then jump in with aggressive combos and finish him off with a Killing Move.

Troll Takedown



Flying bodies will alert you to the presence of a troll. Deflect the troll's sticks, press Z to jump back when the monster swings its mace, then move in with your most powerful attack.

Water Torture

A steady stream of Orcs will pop out of the water as you wade. Bubbles on the surface tell you when they're about to appear. Defeat them all, then walk through the waterfall.

Cave Conflict

After you enter the cave and break a chest in a small alcove, you'll face another troll, followed by a strong Uruk-hai. Fight smart and don't pass up a chance to replenish your energy.

DOUBLE DANGER

As soon as you see the two trolls, branch off to the right to collect an energy-replenishing potion. After you've exhausted your ranged weapons, try to take the trolls on one at a time. Jump back to avoid their mace assaults, then strike them with your blade.

PLAINS OF ROHAN

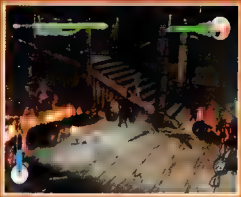
Reunited with Gandalf, you'll learn that the two towers have joined forces in the name of Sauron. Your next stop is Rohan, where an Uruk-hai army has descended upon an innocent village.

Save the Citizens

A meter in the upper-right corner of the screen shows the status of the Rohan citizens. If the meter is depleted, you will fail in your mission. Move swiftly and save as many villagers as you can.

Move In

After you defeat all of the enemies in the courtyard, Gandalf will use magic to break through a barricade, then he'll disappear. [illegible]



Up and Out

The battle continues upstairs. Break through the overturned tables to clear the path, fight every attacker to ensure the villagers' safety, then leave through the upstairs door.

Extinguish and Run

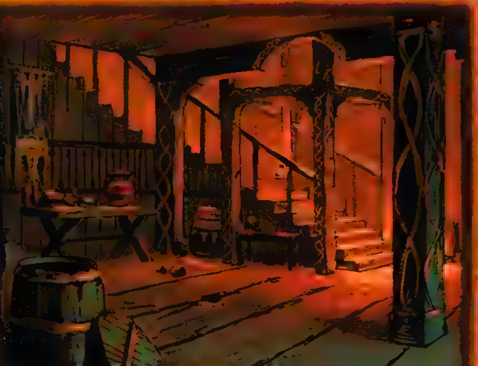
[illegible]

Last Stand

[illegible]

THE WESTFOLD

The road to Helm's Deep leads through the Westfold. Members of the king's guard will fight alongside you as you take on a more powerful Uruk-hai army. Expertise in ranged weapons will be important in the next battle.



Blow Up Barrels

The Westfold is littered with explosive barrels. Target the barrels from a distance to detonate them. The explosions should take out some of the Uruk-hai.

Water Reward

When you reach the water, walk upstream a short distance to discover a chest. After you take its contents, fight off an Orc attack and head for the next settlement.

Booming Baddies

Some of the Uruk-hai carry explosives on their backs. You must defeat them with ranged weapons to avoid taking damage. Try to target the explosive soldiers when they are in a crowd of enemies.

Explosive Onslaught

The small village is riddled with explosive barrels. Destroy them from a distance, then prepare for a stream of barrel-carrying Uruk-hai. Pick them off with your ranged [illegible]

Power-Packed Path

Your ranged attack will continue to be a life-saver as you follow the winding path through another settlement. As soon as you see barrels, target them from a safe distance to make them explode.

Chain Reaction

Enemy soldiers are loading explosive barrels onto a train of carts. As you approach the windmill, watch for the carts and hit their barrels from a distance. You'll set off a string of explosions.

GAP OF ROHAN

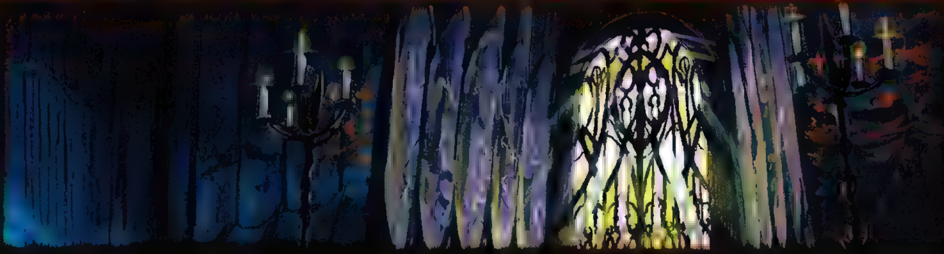
[illegible]

Warg [illegible]

You'll fight several Orcs on [illegible] leave behind useful items.

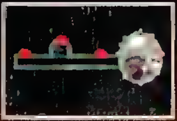
FINAL FIGHT

The Orc leader and his Warg are more powerful than the others. After the leader's Warg charges twice, it will rear up on two legs. That's your cue to hit it with your [illegible]



HELM'S DEEP: THE DEEPING WALL

The three warriors reunite at the fortress of Helm's Deep to make a final stand. Aragorn knows that the war against Saruman will be lost without a victory at Helm's Deep. The first battle takes place at the wall, where you must knock over ladders to keep the enemy army at bay.



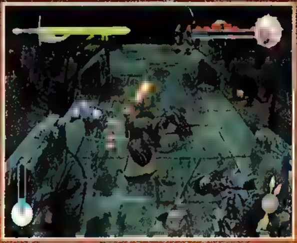
Watch the Wall

A diagram in the upper-right corner of the screen uses red dots to mark the ladders that are currently standing and assesses the overall threat. If the threat meter flashes red, you're in deep trouble.

The Western Segment

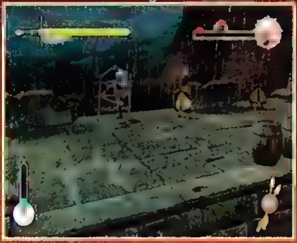
As soon as the mission begins, run left to the western wall segment and kick the ladders that lean against it by pressing the X Button. Ignore the enemies unless they're in your way.

The Northern Segment



Your circuit around the Deeping Wall will include the north segment, where there are ladders around each corner. If you manage to kick an enemy-occupied ladder, you'll earn a Perfect score.

The Eastern Segment



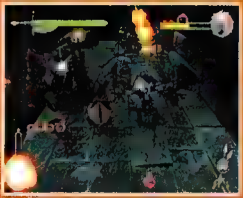
The three ladders of the eastern wall segment are side by side. The area around them can get very crowded. Clear away the enemies to reach the ladders, but don't take too much time.

Fiery Fury

Enemy catapults launch fireballs over the wall. If one of the projectiles hits you, you'll lose most of your energy. Avoid the fiery rocks at all costs and continue to kick the ladders.

Uruk-hai Alert

Midway through the battle, Uruk-hai carrying long swords will climb to the top of the wall. Knock them down quickly and finish them off with your Killing Move.



Outnumbered

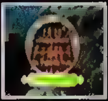
As the fight continues, the number of enemies propping up ladders grows. You'll have to be very quick to keep the situation from getting out of control. Split your time between fighting and knocking down ladders.

The End Is Near

If you can hold your position for several minutes by knocking over ladders and defeating the enemies that manage to climb to the top of the wall, you will claim mission victory.

HELM'S DEEP: BREACHED WALL

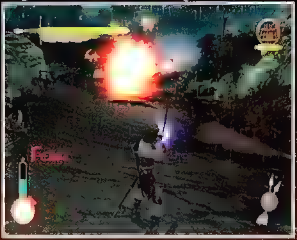
The opposing army has created a hole in one of the walls. While the citizens head for the Great Hall, you must stop enemies from flowing through the hole and keep them away from the door.



Station Status

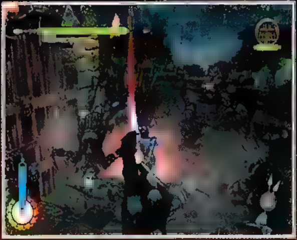
The meter in the upper-right corner of the screen shows the door's strength. If the meter shrinks to nothing, the mission will be lost.

Dynamite Delivery



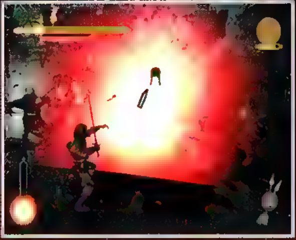
The first wave of enemies consists of Uruk-hai with explosive barrels strapped to their backs. Defeat them from a distance, but stay close enough to collect the items they leave behind.

Shield-Wielders

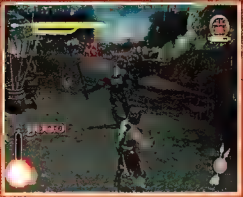


Enemies that carry heavy shields will cross through the hole. You must destroy their shields with Fierce Attacks. Charge into the pack and keep swinging until all the enemies are gone.

The Attack Heats Up

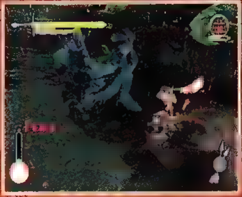


As time wears on, more enemies will pour through the hole. You must continue to clear them away before they reach the door. Knock over the enemies who wield long swords and finish them off.



Fierce Firepower

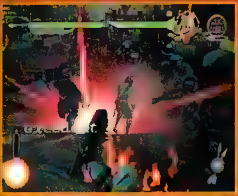
Cut scenes will show enemy archers and a catapult. The airborne attack is about to commence. Keep fighting, dodge the incoming fire and get ready for a big finale.



Troll Trouble

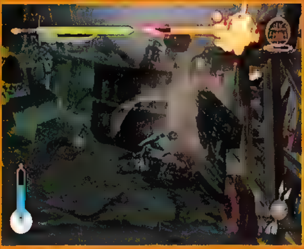
One of the last enemies through the hole before the catapult arrives is a vicious troll. Hit it with brutal force, avoid its attacks by jumping back and defeat it before it reaches the door.

THE CATAPULT COMES



Clear the Way

When the catapult rolls through the hole, many enemies come with it. Slice through the soldiers and make your way to the machine. You must not let the catapult destroy the door.



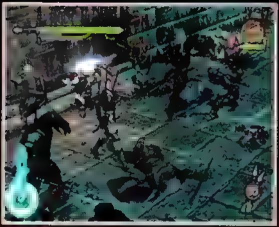
Armor Assault

The catapult is protected by wood panels on its front and sides. You must break each of the panels to destroy the machine. Hack away at them and dismantle the device before it breaks down the door.

HELM'S DEEP: HORNBURG COURTYARD

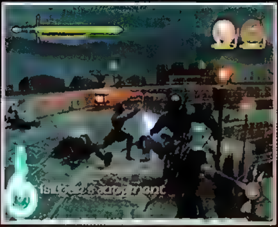
The Hornburg Courtyard mission commences with very little introduction. The opposing forces have broken through one door, storming the courtyard, and they are heading for another door. They're inside the keep! Hold them back!

Courtyard Drama



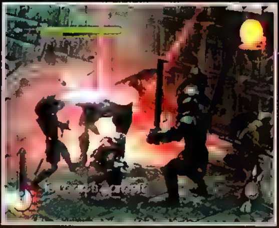
A meter in the upper-right corner shows the remaining strength. As you protect the door, destroy barrels to reveal ranged-weapon ammunition and healing potions.

Climb and Conquer



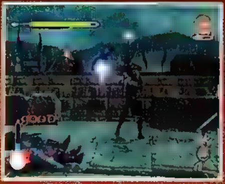
One of your companions calls for you from the top of the wall. Climb one flight of stairs, run along the wall and climb another flight of stairs to reach him. When you do, fight alongside him.

Return to the Battle

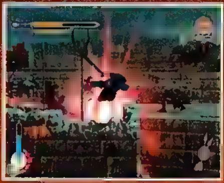


Your other companion will call for you from the courtyard. Return immediately and join the fight at the door. Concentrate on the enemies that are attacking the door. They must not breach it.

Air Attack

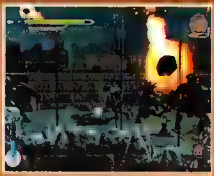


When the archers appear on the wall, tear yourself away from the battle at the door and climb to the archers' level before they destroy the barricade.



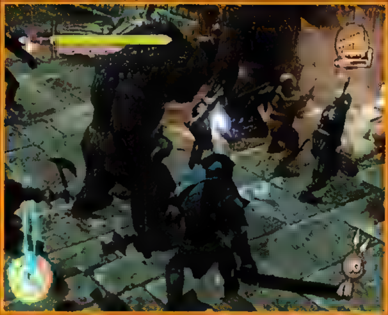
Once the archers are gone, you should return to the door and help your companions hold off the last efforts of the enemies. The battle is not far from over.

Fire from the Sky



Catapults on the other side of the wall will fire flaming projectiles into the courtyard. If you see a fireball coming, move out of the way—they are deadly.

TWIN TERROR



[illegible]

REAP THE REWARDS

Even after you complete the [illegible] main missions, there is much more of The Lord of the Rings: The Two Towers to experience. You can unlock tons of DVD extras, including interviews from members of the movie cast, a secret character and a mission in the tower of Orthanc. The battle rages on! 🍄

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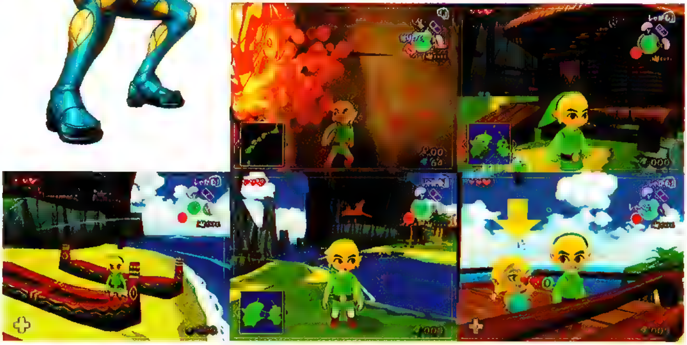
METROID FUSION



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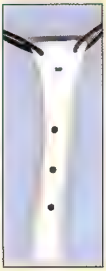

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Strap on your jetpack and get in touch with your dark side—you're about to enter the seedy life of bounty hunter Jango Fett in *Star Wars* Bounty Hunter from LucasArts for GCN

STAR WARS® BOUNTY HUNTER™

TEEN T Violence

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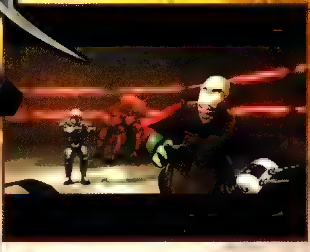
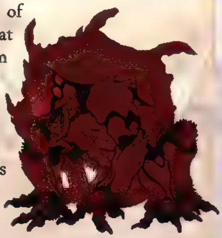


CHAPTER 1: DEAD OR ALIVE, MEEKO

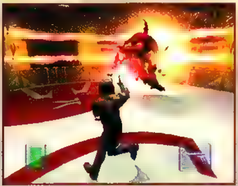
PIT FIGHT AREA

The opening level is relatively painless, so you'll have a chance to get acquainted with Jango's plentiful tools and maneuvers. With only five bounties to collect, you can focus on learning the game controls instead of hunting down countless characters. Keep in mind that if you take out a wanted man without marking him first, you won't collect any credits.



JUMPING INTO THE RING

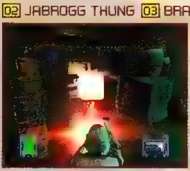
01 BURBAKKER TEEP

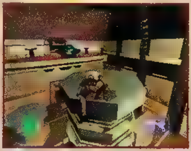


So much for a gradual introduction. Jango opens the game by jumping into the ring with an enormous Borhek. Dodge the beast's lumbering charges and keep firing. Once the creature is down, jump through the opening in the ring and slice through the grate. Activate the control panel and drop into the newly revealed pit. In the next room, turn right to step into the trench, and burn the grate to advance.

GETTING A WORKOUT

02 JABROGG THUNG 03 BRAKKO GAZ 04 SOBEL ZEELESI





Enemies will emerge from the locker room. Fight them off and take the elevator to the next floor. Shoot the barrels to knock down the force field. Run into the training area and perch on a platform, blasting enemies from above. Reach the upper level by climbing the various structures.

SECONDARY BOUNTIES

PIT FIGHT AREA

01 BURBAKKER TEEP: 1,000 CREDITS

This is your chance to practice acquiring a bounty. The target is in the hall, directly after the checkpoint.

02 JABROGG THUNG: 2,000 CREDITS

Jabrogg moves slowly and wields a heavy axe. Several friends from the training area accompany him. Jump onto a platform and shoot down his accomplices, then tie him up and collect your reward.

03 BRAKKO GAZ: 1,000 CREDITS

Exit the training area on the lower level and enter the hallway to your right. Go into the locker room to get Brakko—a green-faced alien surrounded by bodyguards.

04 SOBEL ZEELESI: 1,000 CREDITS

Similar to Brakko, Sobel is in the locker room off the adjacent hallway. Guards also protect him, so be prepared for a heated battle.

05 OBEES REMEE: 1,000 CREDITS

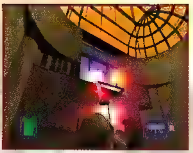
Obees is the second enemy from the left at the firing range. Before entering the range, crouch and mark him from a distance. Proceed to collect the bounty.

SECRET IN THE TRAINER'S ROOM

At the end of the level, when walking up the narrow path to the street, wait for the trainer to leave his room on the left, then enter and grab the first secret.

TARGET PRACTICE

SECRET 05 OBEES REMEE



Defeat the beasts in the pit below before jumping down. From a safe distance, blast the barrel in front of the force field. Crouch through the tunnel until you reach the firing range. Slide down and eliminate the enemies. Remove the next force field by shooting the barrel from below.

MERCHANT ROW

Now that you're warmed up, it's time to get serious. You'll need to retrieve your jetpack and learn how to fly. Merchant Row is loaded with potential bounties.

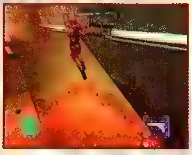
FOLLOW THE LEADER

01 TC-9D0 02 ONICORP K'CIN

Follow the street loiterer to Meeko's hideout, where a swarm of thugs greets you. Clean out the area and climb past the broken elevator. Knock down the grating and continue across the catwalk. Use the control panel to open the next door. Meeko is up ahead—if you're quick, you can mark him. You can also mark and capture Onicorp K'Cin in the area. Be sure not to hit civilians as you move swiftly through the crowded market, but shoot down the hordes of henchmen.

IT'S A DIRTY BUSINESS

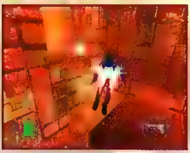
03 AND-YEES



Drop into the ravine, trudge through the muck, and pick up another bounty before entering the pipe. Climb the ladder and slide down the next tube. Shimmy across the ledge and flip onto the adjacent platform. Mark the two bounties standing on the towers. Continue ahead, leap into a dumpster and shoot the enemies from above. Crouch to cut the grate near the door.

UP, UP AND AWAY

04 "LIPS" MEYER 05 ODNALOR CHULL 06 GABO TYCHEE 07 BOBOT BEKA



In a cut scene, Jango will retrieve his jetpack. Dazzle the crowd as you practice flying through the air. Don't forget to grab the feather before leaving the market. Two new bounties are on the platforms ahead—mark and grab them, then keep moving to get the bounties you marked earlier.

THE CHASE IS ON

SECRET 08 NINOPAS OROCC 09 MAGRO SLIM 10 ENO ARBA

Boost to the highest platform and reach the checkpoint. You should spot Meeko's speeder hovering overhead. Follow him through the hole in the wall and across the pipes. Meeko will lead you back to the start of the level, where you will need to boost onto a catwalk, drop into the muck and find a grate inside a pipe. Take the wild ride through the sewage system, boosting through the openings until Meeko crashes at the bottom and runs off. There is one more bounty in the plaza. Retrieve your reward and continue on to the next level.

SECONDARY BOUNTIES

MERCHANT ROW

01 TC-9D0: 2,500 CREDITS

Before following the street guide to Meeko's hideout, take the first right and capture the droid.

02 ONICORP K'CIN: 1,500 CREDITS

After you use the control panel to open the door, enemies will swarm you. Shoot as many as you can, keeping your beams away from the tiny Ugnaught to your left. Capture him when the coast is clear.

03 AND-YEES: 1,500 CREDITS

And-Yees is in the mucky ravine. He'll be standing in the corner.

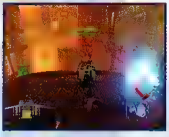
04 "LIPS" MEYER: 2,000 CREDITS

You can capture Lips after you obtain your jetpack. He will be on a tower, under Meeko's speeder. Mark him from a distance before exposing yourself to other enemies in the area.

05 ODNALOR CHULL: 2,000 CREDITS

Chull is on the same rooftop as Lips. Mark him after you grab Lips.

06 GABO TYCHEE: 4,000 CREDITS



Mark Gabo Tychee from a safe distance before obtaining your jetpack. He will be lingering on a tower. If he hasn't fallen to the street below, you can boost across the platforms and grab him.

07 BOBOT BEKA: 2,000 CREDITS

You should mark Bobot at the same time as Gabo. You can reach him after passing Odnalor's station.

08 NINOPAS OROCC: 2,000 CREDITS

Shortly after spotting Meeko's speeder, you'll come across Ninopas. After the checkpoint, jump onto the pipes and look for him below. He will be moving about.

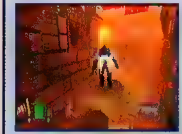
09 MAGRO SLIM: 1,500 CREDITS

Dont go too far down the sewage system without nabbing Magro. He is the Klatooinian on the first catwalk after you slide down the pipe. Quickly capture him and resume the frantic chase for Meeko.

10 ENO ARBA: 3,000 CREDITS

After Meeko's speeder crashes at the bottom of the sewage system, a swarm of henchmen will come to his rescue. One of them is Eno Arba, an arachnid-looking Aqualish. Be careful not to eliminate him in the fray.

SECRET BOOST UP FROM THE ROOFTOPS



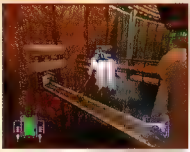
After obtaining your jetpack, reach the ledge that contains a Bacta Fluid Crate on the other side of the market. The feather will hover above the center of the area, so you'll have to soar upward to snare it.

DOCKING BAYS

Wisely, Meeko has decided to escape through a maze of conveyor belts and cargo boxes. You must master your flying skills before you can hope for success. Take down Meeko's ship at the end to capture him.

A FREE RIDE

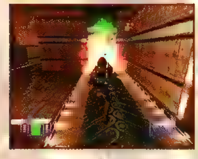
SECRET 01 GABO THE WICKED 02 ARTZAM HATHAN

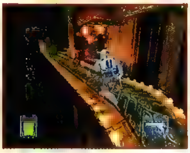


Float down to the pipe on your left to get a bounty and a secret. Return to the start of the level and boost onto the ledge where enemies are perched. Keep moving until you reach the conveyor belt on the far right. Enter the factory and listen to Roz's instructions for taking out the force fields.

MAGNETIC PERSONALITY

03 ALBY ERMAD 04 HATRAS NIKK 05 "BOGEY" BOGA 06 SOBO LEEDA

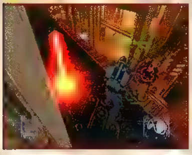


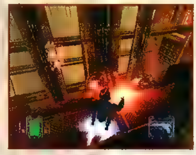


The next room is woven with a thick tangle of conveyor belts and littered with enemies on the ground. Head to the lower-left corner and travel through the opening that is marked with green lights. In the next area, head for the top-right corner and take the exit near the broken magnetic sealer.

REACH THE TOP

07 GRILLO ZAMMON 08 QUALUNG TULLA



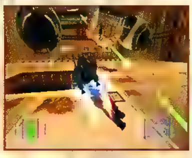


Among the gunners to your left are two more bounties. Mark them and off the rest. Continually boost upward, being careful not to suffer a barrel blast or a lengthy fall. Follow the belt until you reach Meeko's ship.

MEEKO MEETS HIS MATCH

09 BADO KARPA 10 TUBA ANCHO

Meeko's ship can pack a powerful punch and drain your health meter in one or two shots. Heat-seeking missiles will tear in your direction. Start the battle by positioning yourself directly beneath the ship to disable the missile launcher.

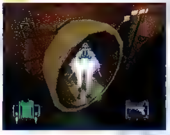


Circle around the ship, using your jetpack to maintain speed, and take down a few of Meeko's turrets. Once you've done some damage, track down the two bounties in the room. Return to the ship and destroy the remaining guns. Use the nearby room for shelter if necessary. After you eliminate the ship's weaponry, the ship will crash to the ground. Jango will finally be able to make the long-awaited capture of Meeko.

SECONDARY BOUNTIES

DOCKING BAYS

01 GABO THE WICKED: 3,000 CREDITS



At the beginning of the level, there is a pipe to the left, beneath your feet. Float down to the conveyor belt and across to the pipe. Enter, capture Gabo, and spare his victim. Collect the secret, too.

02 ARTZAM HATHAN: 3,000 CREDITS

Before passing the first force field, drop to the lower level and find a valuable Ugnaught named Odnalor. You will have to defeat a swarm of enemies in the area.

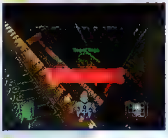
03 ALBY ERMAD: 2,000 CREDITS

Another Ugnaught is on the floor of the second room in the factory. Be sure to pick him up before passing through the force field marked with green lights.

04 HATRAS NIKK: 2,000 CREDITS

Yes, females are wanted, too—especially human ones. After capturing Alby, head to the far-left side of the room to obtain Hatras. Then move on to the next area.

05 "BOGEY" BOGA: 4,000 CREDITS



After entering the magnetic scanner room, remain on the conveyor belt until you reach the adjacent wall. Drop down to acquire Boga, an Aqualish who will be standing alone, ripe for the taking.

06 SOBO LEEDA: 3,000 CREDITS

Before leaving the room, descend to the lowest magnetic scanner and track down Sobo Leeda.

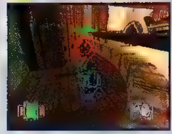
07 GRILLO ZAMMON: 4,000 CREDITS

In the following room, turn left and start scanning. Grillo is on the top conveyor belt.

08 QUALUNG TULLA: 3,000 CREDITS

Also to your left, a little farther down, is Qualung. Quickly mark him before extinguishing the others.

09 BADO KARPA: 3,000 CREDITS



Once Meeko's ship has been significantly damaged, fly to the small room across from the entrance and boost onto the roof. Rope up Bado and collect your bounty. Remember to wait until Meeko is weakened.

10 TUBA ANCHO: 3,000 CREDITS

Attempting to reach Tuba will put you in a vulnerable position, so be sure to disable Meeko's missile launcher first. Boost to the top platform and fly around the obstruction. Snag Tuba, who's hiding nearby.

SECRET INTO THE PIPE

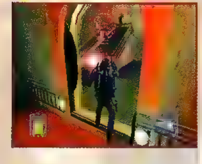
The feather is in the pipe where you collected the first bounty. Go to nintendopower.com for a detailed look at how to reach the secret.

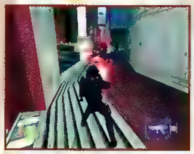
ENTERTAINMENT DISTRICT

Welcome to the sordid underworld of the *Star Wars* universe. Coruscant is a booming planet with an infamously wild nightlife. Jango must traverse the party planet while searching for Jervis Gloom. The police have been unsuccessful in capturing Gloom, who has several thugs in town working for him. Keep your scanner handy—there are 15 bounties in the area.

SHAKE YOUR GROOVE THANG

01 B'INKA FIBUNA 02 JAH-KII VAARGAZ 03 U'HAN SWINOL 04 MART RINGATZ 05 OEJOE HITEWA 06 STU HEMPHAWAR

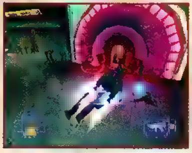


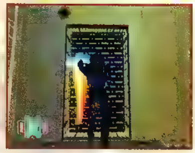


Exit the landing pad and follow the ramps until you reach the main plaza. Several wanted creatures are in the area, some dancing, some drinking. Collect your bounties and exit through the door next to the orange neon sign. Pick up more bounties and walk around the circular building.

INTO THE WAREHOUSE

07 RUCEBA AHID 08 MIEN RUMBA 09 KARSUNN NEPTO 10 REEZ ANDOR

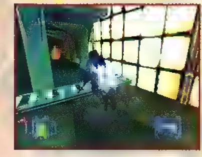


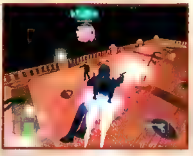


Enter the middle structure and scamper down the long spiral staircase. A potential bounty will run for his life—grab him before he runs out of the area. When you see Jervis, follow him into the warehouse and fight his henchmen. Knock down the grate inside.

THE CHASE CONTINUES

SECRET 11 HAANGOK 12 DAIAN MAGGLI 13 BARDACK

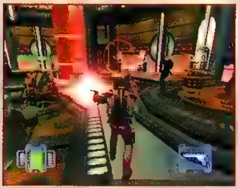




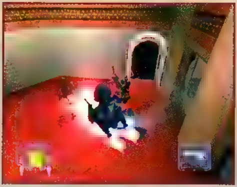
You'll trail Jervis across a series of ramps and through several buildings. If you mark him, he'll be easier to track. Along the way, you can grab the secret, which is on top of an open balcony. In the crowded mall, take time to polish off the bounties before following Jervis into the bar.

NO TIME FOR A COLD ONE

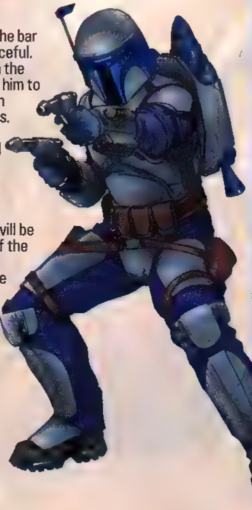
14 KIP BUNYER 15 KAHLEEKO SIK



The inhabitants at the bar are surprisingly peaceful. Jango will approach the bartender and force him to call down a lift. Scan the area for bounties. Once you make a capture, the bar will erupt with gunfire, so be ready for a battle.



A handful of thugs will be waiting at the top of the elevator. Blast the area and head for the speeder. Jervis will be cowering in the corner. Make your capture—Jervis will give you the details you need to continue.



SECONDARY BOUNTIES

ENTERTAINMENT DISTRICT

01 B'INKA FIBUNA: 3,500 CREDITS

In the main plaza, B'inka is the Twi'lek to your left moving around methodically on the platform with the red carpet on it. She's valuable alive only.

02 JAH-KII VAARGAZ: 3,000 CREDITS

Take the far-left door in the main plaza and enter the bar. The female relaxing at the bar is the next target. You must take her alive to collect the bounty.

03 U'HAN SWINOL: 2,000 CREDITS

At the end of the plaza, around the corner to the right, is a wanted Bith standing on a red carpet.

04 MART RINGATZ: 3,000 CREDITS

After leaving the plaza and crossing the checkpoint, obtain Mart, an Ishi Tib on the nearby walkway.

05 OEJOE HITEWA: 3,500 CREDITS

After you capture Mart, go through the door to the left and up to another bar. Scan the crowded area until you spot the bounty relaxing at the far end.

06 STU HEMPHAWAR: 3,000 CREDITS

Exit the bar and return to the street, passing the previous checkpoint's spot and a high archway. Stu is the human a few blocks away who's chatting with thugs.

07 RUCEBA AHID: 2,000 CREDITS

Follow the path around the large, cylindrical building and continue into the edifice in the following courtyard. Find your bounty at the bottom of the stairs.

08 MIEN RUMBA: 4,000 CREDITS

Mien is hiding behind a pair of civilians at the bottom of the long spiral staircase, outside the building. Swiftly scan him, mark him and collect your bounty.

09 KARSUNN NEPTO: 3,000 CREDITS

Take a quick left after the next checkpoint and enter the building. Karsunn is to the left, near a dead end.

10 REEZ ANDOR: 2,500 CREDITS

In the crowded area where you first spot Jervis, Reez is milling about at the far end of the walkway.

11 HAANGOK: 4,000 CREDITS

After exiting the warehouse and passing a checkpoint, you'll find an armed bounty near a large sculpture.

12 DAIAN MAGGLI: 3,000 CREDITS

Take a right at the sculpture and turn the corner. Spot the human bounty along the wall to the right.

13 BARDACK: 3,000 CREDITS

Bardack is an armed Klatooinian mingling with a group of thugs on the walkway. Scan him from a distance, or you will have trouble marking him in the ensuing fray.

14 KIP BUNYER: 2,000 CREDITS

Follow Jervis into the bar, but don't forget to stop and grab Kip, a human seated near the entrance.

15 KAHLEEKO SIK: 4,000 CREDITS

Once you snag Kip in the bar, a fight will erupt. Boost to the second-floor balcony to get the final bounty.

SECRET UP ON A BUILDING LEDGE

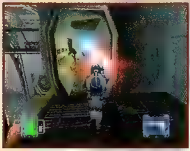
After exiting the warehouse, you will navigate a maze of narrow alleys until you reach a walkway. Take a left and note that Jervis stops near a building with an open balcony. Boost to the building's ledge to get the feather icon.

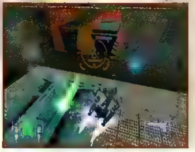
INDUSTRIAL DISTRICT

Prepare for the tension to increase several notches. Jango has uncovered the production of an odd substance and is determined to find its source. Along the way, he'll engage in fierce firefights and fly down treacherous terrains.

RUNNING IN CIRCLES

01 PANZA HONDI 02 J'MEEB GUMB 03 REGG KUUGA

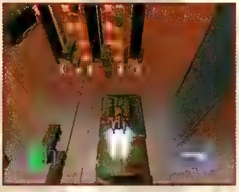




Fight the enemies in the hangar and climb the ladder to the first catwalk. Make your way around, climbing each ladder until you reach the checkpoint and the control panel that opens the doors below. Enter the next area and greet several opponents who are armed with potent green lasers.

LEAPS OF FAITH

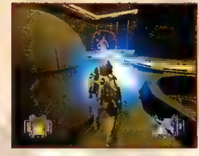
04 SLAAG LADO

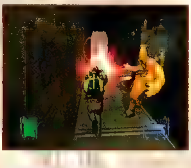


You'll need to access another control panel to reach the building's lower level. Clear the area and find another panel that will move the cargo car. Walk toward the ledge and peer down at the enormous drop. If you can avoid experiencing vertigo, start the long descent, leaping from car to car and using your jetpack to soften each fall. Most likely, you'll need to attempt the course several times before you'll master it. Avoid jumping from side to side. Instead, drop straight down to the next ride. Don't attempt to fall more than two stories at once, or you'll experience a painful landing.

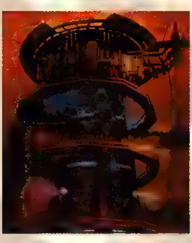
GUNS BLAZIN'

05 YOL AREEBI



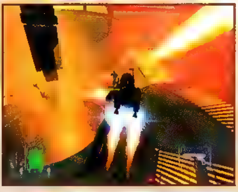


Fly through one of the three tunnels and climb the ladder to the checkpoint. Pick up the blaster rifle and the Mandalorian Rage, which will provide momentary invincibility. Use the rifle's ammo wisely, then switch back to your handguns. The action is nonstop as you boost to the top.



MEET MR. MONTROSS

SECRET



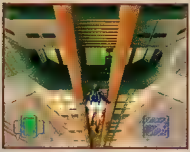
The orange, glowing room is the carbon-freezing chamber. Grab the secret at the bottom of the room, then boost to the top until you meet Montross. Fight him like any other enemy, strafing and jumping to dodge his fire. If you land enough shots, Montross will flee.

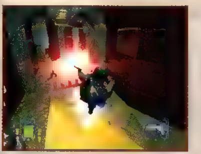
UPPER CITY

The quest's intensity will continue to grow as Jango ventures into Upper City in search of corrupt Senator Trell. When you're not fighting off hordes of policemen, you'll be dangling from narrow beams high above the clouds. You might even end up pausing midgame to admire the stunning scenery.

A LONG WAY DOWN

05 LOOWIL GALT





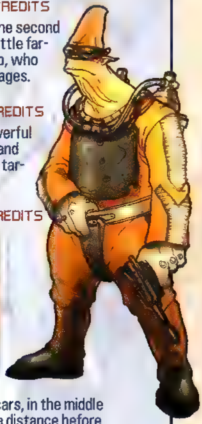
Jump off the landing pad and venture around the ledge. A wanted policeman is pacing along the first deck of the building across from you. Mark him before skidding down the ramp and boosting onto the balcony. In contrast to the previous bounties, the policeman is worth nothing alive.

SECONDARY BOUNTIES

INDUSTRIAL DISTRICT

01 PANZA HONDI: 2,000 CREDITS

The first bounty is hiding at the far end of the hanger's floor. Mark him before the fight begins, because he's worth a lot more alive.



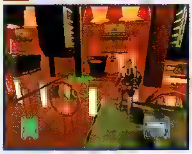
02 J'MEEB GUMB: 2,500 CREDITS

After triggering the panel on the second catwalk in the hangar, walk a little farther and uncover J'Meeb Gumb, who is crouched behind two large cages.

03 REGG KUUGA: 2,500 CREDITS

The third bounty is firing a powerful green blaster. Exit the hangar and enter the next room. Find your target behind the large cargo car.

04 SLAAG LADO: 3,000 CREDITS



Slaag Lado is perched at the bottom of the floating cargo cars, in the middle pipe. Scan and mark him from a distance before boosting into the tunnel. Cross the checkpoint and rope up Slaag to collect your bounty.

05 YOL AREEBI: 2,000 CREDITS

After fighting your way to the top of the pipe maze, enter the door and find the final bounty in the corridor.

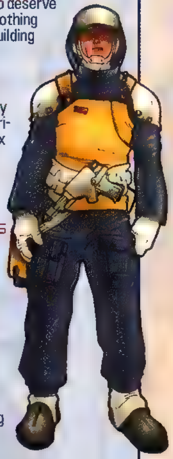
SECRET IN THE CARBON FREEZE ROOM

Enter the orange glow of the carbon-freezing chamber and round the corner to retrieve the feather icon, which will be sitting at the very end of the first floor.

UPPER CITY

01 LOOWIL GALT: 2,000 CREDITS

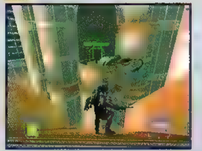
There's no telling what Loowil did to deserve a price on his head, but he's worth nothing alive. He's on the first deck of the building across from the landing pad.



02 MAX RYKO: 3,000 CREDITS

After methodically making your way up the red beams, you'll enter a corridor inhabited by several guards. Max will be the third to appear. Quickly mark your bounty before engaging in battle.

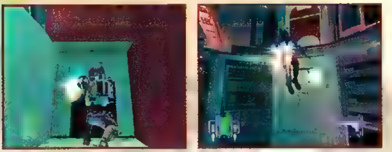
03 MILL TIMMER: 2,500 CREDITS



Once you head outside, you'll cross a checkpoint in front of a long ramp. Mill is guarding the first deck of the building across from the ramp. Slide down and grab him.

FUN WITH GRENADES

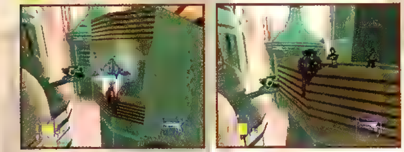
02 MAX RYKO



After climbing a pair of spiral staircases, you will face several enemies who are protected by a bunker. Lob a few grenades, then cross the checkpoint in the room to the right. There are no doors, but if you drop into the trench, you can cut through a small grate. Boost up the shaft one red beam at a time.

BALANCING ACT

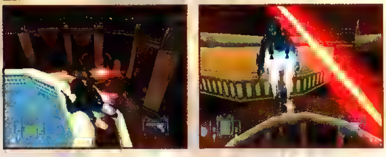
03 MILL TIMMER



After delicately climbing the narrow red beams, return outside and take a right around the tower until you see a checkpoint. Slide down, collect the bounty, and climb on top of the speeder to reach the brown ledge above you. Keep boosting from ledge to ledge until you reach the highest deck.

AN ARMY OF THOUSANDS

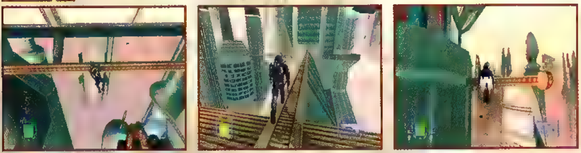
04 RAIM TIBEKK



Save the Bacta Crate for later unless you're in desperate need. Proceed into the most hectic battle you've encountered thus far. A Mandalorian Rage is available, as are a few powerful weapons. The enemies keep coming, so boost from the pools to the balconies as quickly as you can.

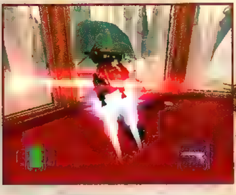
HOW'S THE VIEW UP THERE?

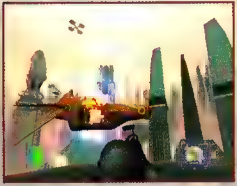
SECRET **05** LYE ROOKER



At the top of the room, run in a circle until you find the door that leads to the checkpoint. The camera will pan toward a lengthy beam, which you must latch onto and shimmy across. Before climbing the ladder on the other side, head the opposite way to score a bounty and a secret. Carefully move across the top of the slanted roof and climb the poles to reach the senator.

FIGHTING THE LAW





Jango will dispose of the senator as soon as he extracts the information he needs, and that doesn't sit well with the local authorities. The police cruiser will start firing heavy artillery while guards storm into the senator's office. Use your guns to disable the cruiser's turrets and missile launcher, then head to the top floor and collect the grenades. Use the Z Button to aim the grenades into the cruiser's opening.

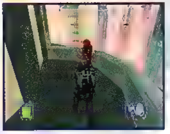
SECONDARY BOUNTIES

UPPER CITY: CONTINUED

04 RAIM TIBEKK: 2,000 CREDITS

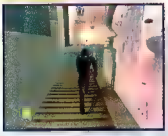
The crossfire on the top floor of the pool room is thick, but amid the insanity, you must scan and mark the policeman. Once you mark him, you can start shooting at will.

05 LYE ROOKER: 3,000 CREDITS



You can collect the final bounty after shimmying across the long beam above the clouds. Before climbing the ladder on the other side, round the building and track down Lye Rooker, who is standing alone.

SECRET OUT ON A LEDGE



After collecting the bounty for Lye Rooker, continue around the building until you reach the feather icon. Then return to the ladder and proceed across the roof to the senator's office.

A BOUNTIFUL ENDING

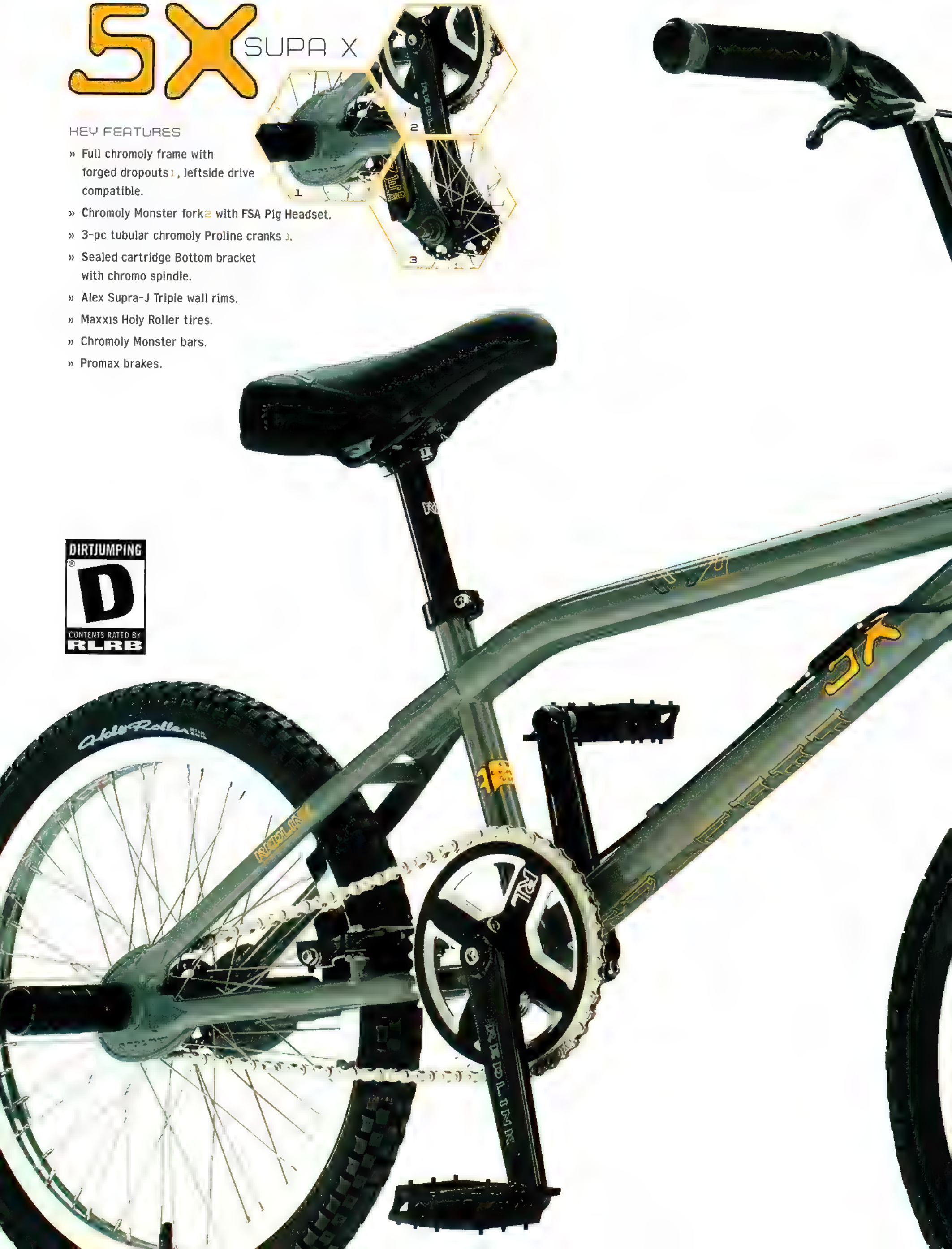
Jango's mission is far from over. He must break into a prison, navigate a jungle, track down the Death Stick Factory and somehow retain enough energy for the final confrontation with Vosa. Along the way, he'll reencounter is old pal, Meeko, and get mixed up with a female bounty hunter. You'll have a blast in upcoming levels experimenting with new equipment such as missiles, cluster bombs and stationary turrets.

5X SUPA X

KEY FEATURES

- » Full chromoly frame with forged dropouts 1, leftside drive compatible.
- » Chromoly Monster fork 2 with FSA Pig Headset.
- » 3-pc tubular chromoly Proline cranks 3.
- » Sealed cartridge Bottom bracket with chromo spindle.
- » Alex Supra-J Triple wall rims.
- » Maxxis Holy Roller tires.
- » Chromoly Monster bars.
- » Promax brakes.

DIRTJUMPING
D
CONTENTS RATED BY
RLRB



Holy Roller
REDLINE
RL

Yet another Adam Strieby original, the seat-grab turndown.
PHOTO: MOMENTUMFOTO.COM

RL
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PRIME

Everybody runs . . . for a Nintendo GameCube to play Minority Report on!

MINORITY REPORT™

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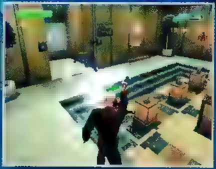
TEEN
T
ESRB
Violence

Precrime Doesn't Pay

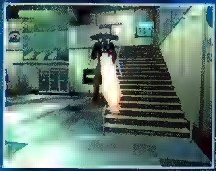
In the future world of Minority Report from Activision, you are John Anderton—a policeman who arrests people for crimes they have not yet committed. The Precrime system is far from perfect, however, and soon John will be forced to go on the run as he attempts to prove his future innocence. Ball up your fists and do some serious stretching, because rock-'em sock-'em action is waiting around every corner.

Weapons of Choice



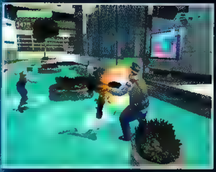
Though John can dish out serious damage with just his fists and feet, you can find plenty of high-tech gadgets to aid your fight. Riot-impact shotguns, grenade launchers and concussion rifles are just some of the toys you'll need to clear your good name. The amount of damage weapons will do depends on how close you are to your target.

Pack It Up

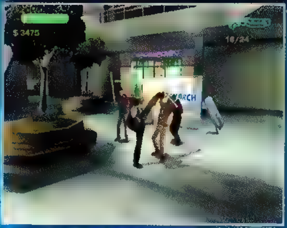


You can access a jetpack in some levels. To turn the jetpack on, double-tap the jump button. Once it's on, use the Control Stick to change directions and fly around, and use the C Stick to move up and down. The jetpack functions like a helicopter—you can hover in midair and strafe back and forth.

Fists of Fury



You can engage in hand-to-hand combat by standing near a foe and pressing the A Button (punch), the B Button (kick) or the X Button (grapple). You can also link three button taps together to perform combo attacks. You must become skilled at combo attacks to survive the later levels.



Smash trees, kick in doors, shatter windows and generally wreak havoc everywhere you go—you can destroy almost anything you see in Minority Report. You can pick up enemies with the X Button and toss them into obstacles to inflict major damage. If you want to end a fight quickly, toss your foe off a building or walkway . . . it's a looooong way down!

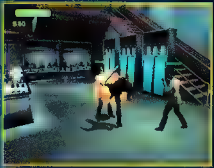
Criminal Intent

As the game begins, John Anderton is a Precrime officer in good standing with the law. But once the system accuses him of a crime, he'll have to make a break for it and clear his name. We'll give you a brief rundown of each level and show you where to find all the secrets. You can sometimes find extra cash or weapons in a level—they're helpful power-ups, but they don't count as secrets in the final score.

OBJECTIVES

Level 1: Andre Serena

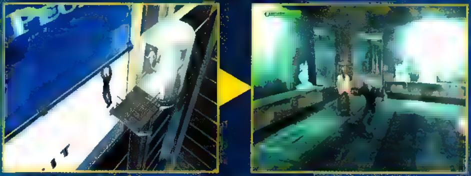
1. CAPTURE ANDRE SERENA



If You Can't Take the Heat . . .

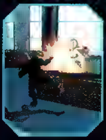
A number of thugs will attack you as soon as you reach the kitchen. If you stay on the ground floor, toss the baddies onto a hot stove. Another good strategy is to run to the top floor and throw your enemies to the ground below.

Don't Look Down

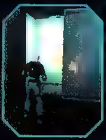


When you reach the outdoors, jump up and grab onto a long bar, then use the Control Stick to crawl hand-over-hand to the other side of the building. When you meet Andre Serena, use the Uppercut (A, B, B) to knock him to the ground, pick him up with the X Button, then use the A or B Button to pummel him until he collapses. You can use the grab-and-pummel trick in any area—it's handy because your victim can't fight back.

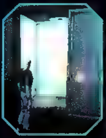
Secrets



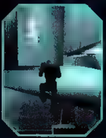
Destroy the computer in the first room—it's on top of a desk near the back wall.



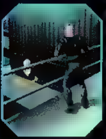
Open the freezer door on the far left-hand side of the kitchen. The freezer units are behind the main cooking area.



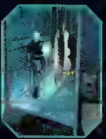
Another secret is behind the freezer door—the second door from the right. Close the far right-hand door to reach it.



Jump on top of the stove at the front of the kitchen, then jump up and climb on top of the vent.



Walk along the upper kitchen walkway until you find a gap in the handrails, then climb down onto a vent.

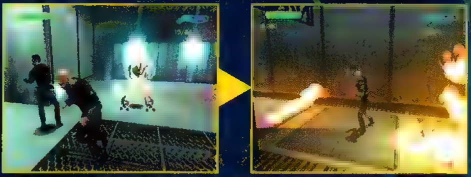


The final secret is inside a freezer in the room where Andre is hiding. You must find the secret before defeating Mr. Serena.

Level 2: Suspect: Nikki Jameson

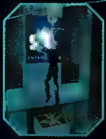
1. CAPTURE NIKKI JAMESON
2. KEEP BARRY ALIVE
3. TURN OFF GAS IN ROOMS

Guards and Gas

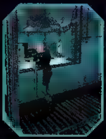


When you see a Guard Bot, use the shotgun to take it out in one hit. (The closer you stand, the more damage it will do.) When you enter a flaming area, jump and run through the fire until you find a valve that shuts off the gas. Keep an eye on Barry—if he falls, the mission will end.

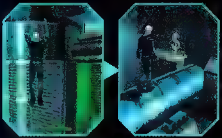
Secrets



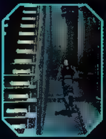
Climb onto a planter in the lobby, then jump into the air to find a floating bundle of cash.



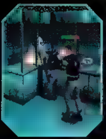
Break a window in the first hallway and enter the room beyond for a secret and a riot impact shotgun.



Find another secret on top of a pipe in the middle of the first laboratory. You'll need to jump on top of a container, then slowly walk across a pipe to the secret. If you're having trouble finding a secret, use the C Stick to move the camera.



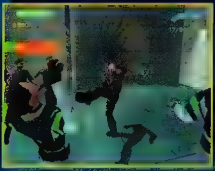
After you shut off the gas, walk around the edge of the room until you find a small area underneath the stairs.



The second lab contains a row of glass cabinets. Break all the items inside the far left-hand nook.

Level 3: Everybody Runs

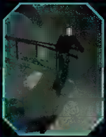
1. DEFEAT PRECRIME
2. FIND A KEYCARD



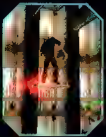
Office Space

Multiple Precrime officers will attack as you advance through the office. Go to the main exit, then retrace your steps and head for the Ready Room when you are prompted to find a keycard. The Uppercut and Swing Around (A, A, X) combos are useful.

Secrets



Look for a ramp behind a locked door, then jump to the ramp and follow it to an office. The secret is in the corner.



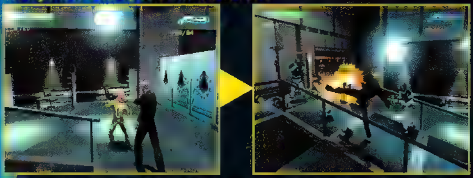
Take an elevator to the top floor of the Ready Room. Be careful not to fall down the shaft when you leave.

OBJECTIVES

Level 4: Bear's Cave

1. DEFEAT AGENT MOSELEY
2. DEFEAT PRECRIME

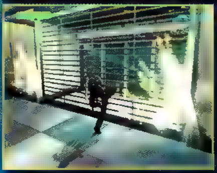
Many Men Enter, One Man Leaves



No secrets here—just a straight-up brawl. Use combos and well-timed weapons attacks to take out anyone who stands in your way. When Agent Moseley appears, try to take him out immediately with your weapon of choice. If you do, the rest of the level will be much easier.

Level 5: Jetpack Escape

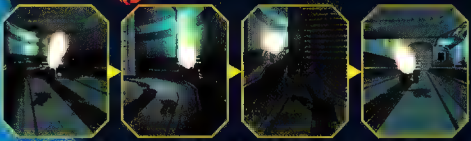
1. DEFEAT PRECRIME
2. ESCAPE THROUGH THE SUBWAY



No One Likes a Gated Community

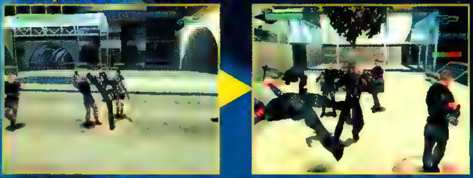
The subway station contains money and weapons hidden behind roll-up gates. Use the B Button to kick down the gates, then take the sweet, sweet items in the area beyond.

Closing Time



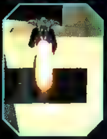
Use the jetpack to fly through the subway's Blue Line tunnels. If a door closes, you can open it with the switch on the side of the door.

Preempt the Precrime Posse

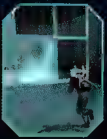


Once you reach an outer courtyard, you'll have to battle multiple officers. To clear out a big group of officers, use the jetpack to fly into the air, then race along the ground and run into your enemies to scatter them in all directions.

Secrets



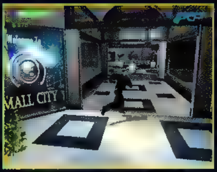
Look for a secret on top of a dull-yellow building in the outer courtyard. You must use the jetpack to reach it.



The other secret is behind a large pane of glass in one corner of the courtyard, near the second subway entrance.

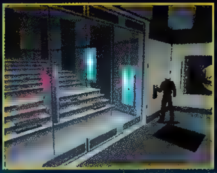
Level 6: Welcome to Mall City, Mr. Anderton

1. ESCAPE FROM THE SUBWAY
2. OPEN THE SECURITY DOORS



Let's Go Shopping!

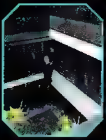
When you appear in the subway, use your shotgun to take out the Guard Bot, then head up the stairs. Break the window to access the Security Control Room, then use the switch on the wall to open the first security door.



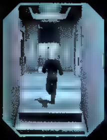
Mall Cops, Mall Cops, Whatcha Gonna Do?

When you try to open the second security door, a barrier will drop and mall cops will attack. Take out all the cops, then use the door they came through to proceed deeper into Mall City.

Secrets



Look for a bridge connecting two parts of the mall, then jump through the windows to a small garden below.

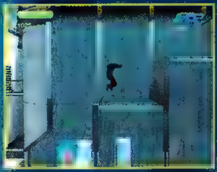


Go to the top floor of the mall (near the mall cop's break room) and look for a secret in the hallway.

OBJECTIVES

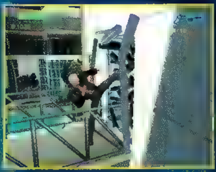
Level 7: Mall City Courtyard

1. GET OUT OF THE PLAZA
2. DEFEAT THE SECURITY GUARDS
3. ESCAPE THROUGH THE ELEVATOR



Do Go Climbing Waterfalls

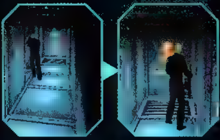
After you take out any unfriendly Mall City shoppers, climb on top of the nearby waterfall and jump to the other side. Take advantage of the health power-ups in the area if you need them.



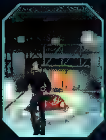
Vent Your Anger

Climb to the top of the falls, then drop down onto a bridge. Kick in the vent at the end of the bridge and go through the air ducts. Be alert—the air pressure can push you around. When you reach the other side, you must eliminate a gang of security guards and head for the elevator.

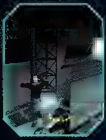
Secrets



One secret is at the far end of the air ducts, near the exit. You'll need to wait for the air to stop blowing before you can find it. If you get to the exit before finding the secret, turn around and try again. You have only one chance to secure it.



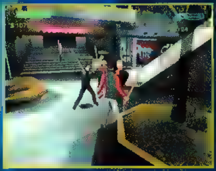
Climb on top of the glass ceiling above the Lexus and look for a secret. A fistful of cash will be your reward.



The final secret is also on the glass ceiling, on the far left-hand side. Grab it quickly, or enemies will shoot out the ceiling.

Level 8: Mallrats

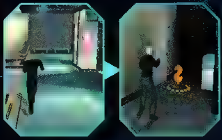
1. TAKE OUT THE THUGS



Didn't Your Parents Teach You Any Manners?

A gang of ne'er-do-wells has taken over the mall. It's time to teach them a lesson, John Anderton style! Don't waste your ammo on the punks—take them out with combos instead. The Low Kick (B, B, A) and Low Throw (B, B, X) are good choices.

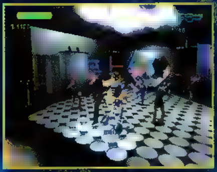
Secrets



Go to the top floor of the mall and walk around until you find a secret in the corner, next to a garbage can. You must grab the secret while there are still a couple of punks standing—as soon as you eliminate them all, the level will end.

Level 9: Dreamweaver Theatre

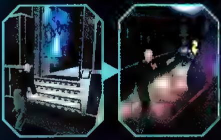
1. FEND OFF SECURITY
2. FIND RUFUS



Disco Lives Forever!

Shake your booty on the dance floor—and take out chumps while you're at it. Robots are your biggest concern, so blast them with heavy weaponry before you face other baddies. Rufus is behind the bar—if you bust up the bar, you'll see a funny cinema sequence at the end of the level.

Secrets

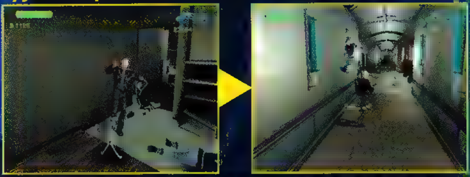


The level ends in a hallway that holds a security robot, and the secret is behind the mechanical menace. Run past the robot and grab the secret before you reduce the 'bot to a pile of scrap metal—or you can blast it from a distance if you have ammo to spare.

Level 10: Home Again, Home Again

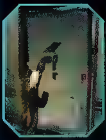
1. ESCAPE YOUR APARTMENT

Spyderbot Splatterfest

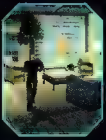


Unfortunately, your apartment has been overrun by Spyderbots and Precrime officers. Use the B Button to take out Spyderbots while they're still on the ground. If they latch on to you, shake them off by rapidly tapping the A or B Button. When you leave your apartment, fight your way to the end of the hallway.

Secrets



Break open a maintenance closet door across from the open apartment down the hall.



Enter the apartment across from the maintenance closet and grab the secret in the living room.

OBJECTIVES

Level 11: Lobby Fight

1. REACH THE SECURITY ROOM
2. [illegible]
3. ESCAPE TO THE SKYBRIDGE

Afraid of Heights?

Fight through to the security room and open the skybridge access door, then run for the door. That may sound easy, but you won't think so when dozens of Precrime officers swarm you. Toss them off the balcony to clear the area quickly.

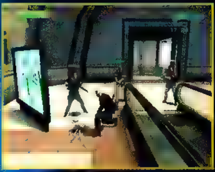
Secrets

You'll find cash inside the top floor's middle elevator, which is located next to a waterfall.

The other secret is in the security office. It's actually not all that secure, so feel free to take whatever you like.

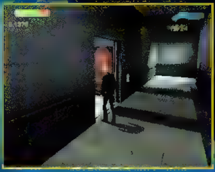
Level 12: Skybridge

1. [illegible]
2. [illegible]



Color Me Impressed

The Precrime officers have colored bands around their arms. Red-band officers attack with ranged weapons, yellow-band officers deploy Spyderbots and green-band officers prefer melee combat. Take out yellow first, then red, then green.



Elevator Action

After you make it through the first area, you'll enter a maze of corridors and elevators. Keep an eye out for open lifts—you can often use them to access other floors.

Secrets

You'll find four soda machines in the first room of the Skybridge level. Unleash your fury on the unsuspecting vending devices until one of them coughs up the cash.

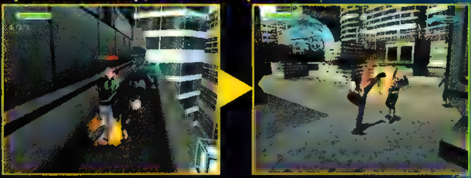
Break open the soda machine on the bottom floor to find a second prize.

A pop machine on the top floor (at the end of a hallway) holds the final surprise.

Level 13: Rooftop Battle

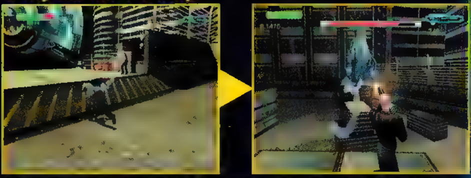
1. REACH THE BUILDING ROOF
2. DEFEAT DANNY WITWER
3. DEFEAT THE HOVERSHIP

Up on the Rooftop, Crash-Thump-Ow



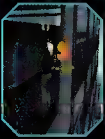
There's a boss battle waiting for you on the roof. On your way up, take a moment to toss a few thugs off the ledge. When you reach the roof, you must defeat three Precrime officers to trigger the final conflict.

Danny and the Hovership



Danny Witwer attacks with a grenade launcher. Once you take him out, a hovership will drop troops on the roof. Wait for the hovership's back door to open, then attack it with grenades. If you're low on ammo, a grenade launcher will reappear in the middle of the roof.

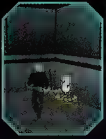
Secrets



Dangle off the edge of the roof near the stairs and look for a cash pickup. Use the C Stick to look around if you can't find it.

Turn left when you reach the roof and look for a set of stairs. Climb the stairs and walk to the corner of the small plaza.

Look for a health pickup and a dollar sign on top of one of the large rooftop fan units. You can jump to it with the Y Button.



Look for a roll-up door in the left-hand corner of the roof, then enter the garage behind the door.

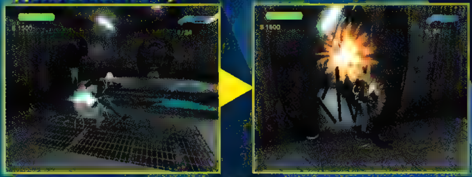
OBJECTIVES

Level 14: Lair of the Spyderbots

1. FIND A WAY THROUGH THE SEWERS

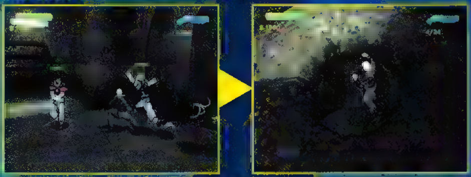
2. ESCAPE THROUGH THE SUBWAY

Spyderbot Block Party



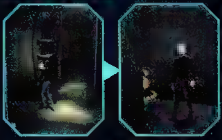
Spyderbots attack by the barrelful when you enter their lair. Play the level once to find the secrets, then restart and race through, grabbing secrets as you go—the less time you spend kicking Spyderbots, the better your chances of survival. Remember to kick open barred doors.

The Hole Truth

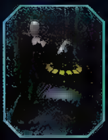


You'll encounter Spyderbot-tossing Precrime officers in the area as well. Take them out with heavy weaponry or quick, powerful combo moves. To escape the level, jump through the large hole in the final room.

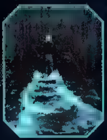
Secrets



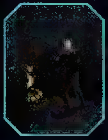
The first secret is at one end of a T-junction. The first time you see a hallway that branches in three directions, go down each path until you find the hidden loot.



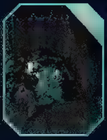
Look for another prize at the end of a long hallway, near the bars that you must destroy.



When you reach a room with a small river in the middle, walk into the water and follow it to the source.



Another secret lies down a branching hallway. It's just after the second set of breakable bars.



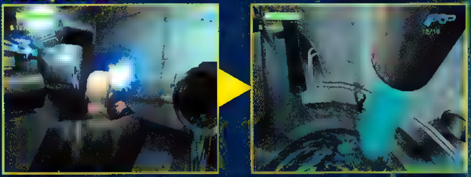
Jump into the pool of water near the end of the level and wade around until you find the final secret.

Level 15: Steriflux Pumps

1. REACH THE SECURITY ROOM

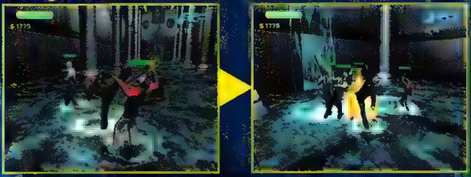
2. ESCAPE THROUGH THE SUBWAY

Watery Graves



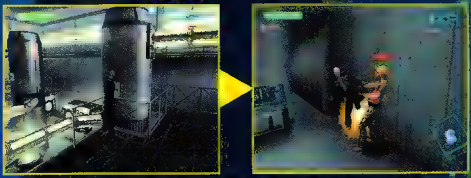
The Steriflux Pumps level features a raging river just below your starting position. If you fall in, jump out quickly or it will carry you into the turbines. When you reach a round water tank, jump up and grab a bar, then shimmy to the other side. Wait for water to stop flowing from the pipes before you shimmy, or it will flush you to your doom.

A Thug's Life



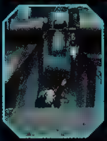
After a bit, you'll come to a large, open area. Take out the first set of thugs, then wait for a second wave to attack. Dispatch the ruffians with melee combat. If you haven't bought any Black Market moves yet, pick up the Spin Throw—it's great for clearing out large packs of enemies.

Sanitation Workers Unite!

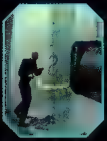


To shut off the pumps, you must press four green switches. The maintenance workers will ignore you at first, but they'll attack as soon as you turn off the first pump. Try to attack them in the stairwells so you can fight them one at a time. Once the pumps are off, make for the subway.

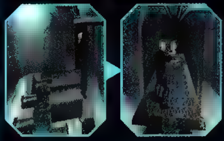
Secrets



Jump into the water from your initial starting position and walk forward. A secret is underneath the balcony.



After crawling around the round water tank, look for a secret behind a pipe on the left-hand ledge.

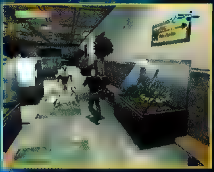


To reach the final secret, walk forward until you see a series of steps that create a waterfall. Walk to the right-hand side, then look for a platform within jumping distance. Don't fall in the water—it will carry you to the next room and out of the secret's vicinity.

OBJECTIVES

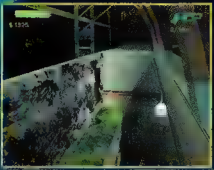
Level 16: Searching for Iris

1. REACH THE ATRIUM



Robocrop

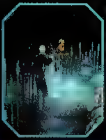
A platoon of nasty robots protect the greenhouse. Get as close as you can to the mechanized soldiers, then blast them with a shotgun. You can find weapons and health power-ups inside some of the glass display cases.



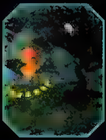
Window on the World

To reach the atrium, jump onto a ledge on the left-hand side of the final room, then look for a window at the ledge's far end. Jump and grab onto the window, then pull yourself up and through it.

Secrets



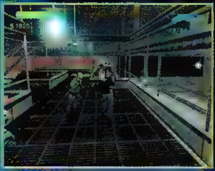
One prize is in the corner of the greenhouse. It's hard to spot right away, so use the C Stick to adjust the camera.



Before you go through the window, look for a secret on the ledge just below.

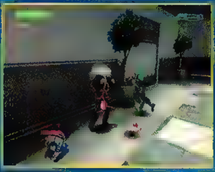
Level 17: Greenhouse

1. DEFEAT PRECRIME



Flora and Fisticuffs

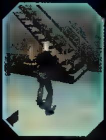
As soon as the Greenhouse level begins, hordes of Precrime officers attack. Jump down to the middle platform to find a weapon, then make for the exit. Unless you enjoy pummeling everything in sight, there's no reason to hang around.



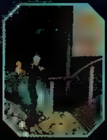
Red in the Morning, Precrime Take Warning

You'll meet a new enemy in the Greenhouse area—a Red Spyderbot. The red bots grab onto you and explode in a matter of seconds, causing massive hurt to anyone caught in the blast. Take them out before they detonate.

Secrets



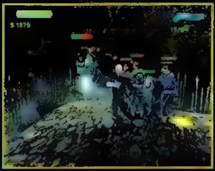
Look underneath a pair of metal stairs in the corner of the first room (your starting point).



Just before you reach the exit, pick up another secret.

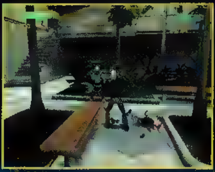
Level 18: Botanical Garden Bash

1. DEFEAT PRECRIME



An All-Out Anderton Assault

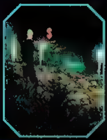
The strategy for the Botanical Garden Bash is simple—beat the tar out of everyone and run for the exit. If you want to use melee combat, attack with the Swing Around (A, A, X) or Jump Kick (B, A, B) move.



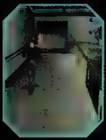
Gun-Toting Goons

We've mentioned it before, but it bears repeating—prioritize your attacks. Always take out the red and yellow officers first, since they usually attack with projectile weapons. Once they are down for the count, work on the others.

Secrets



Remember the secret in the corner of Level 16? Level 18's first secret is in the same location.

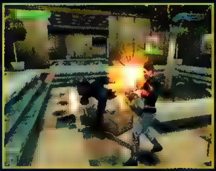


Make your way to the highest level of the garden, then look for a secret next to a steel roll-up door.

Level 19: Fossil Room

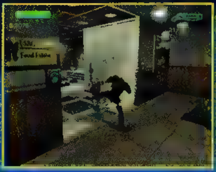
1. REACH THE SECURITY ROOM

2. ESCAPE THROUGH THE SUBWAY



Crooked Cop Crackdown

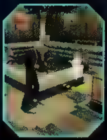
There are a few more Precrime officers to take out in the Fossil Room. Once you eliminate them all, a door will open and release Spyderbots. Pay special attention to the red ones. If they start to spark, run for cover.



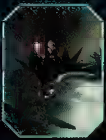
Who's Got the Keycard?

One of the Precrime officers has a keycard that you need to make your escape, but there's no way to tell who is carrying it. You'll have to take out every guard you see to reveal the keycard's location.

Secrets



When you begin the level, turn left and walk into the next room. The secret is in plain sight.



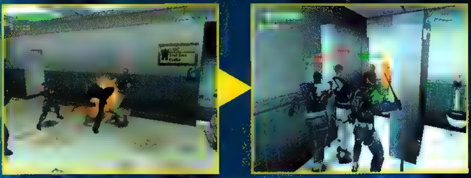
Also check the bottom floor of the greenhouse. (It's the same room where you climbed into a window in level 16.)

Level 20: Japanese Gardens

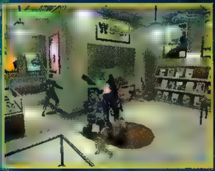
[illegible]

OBJECTIVES

Garden Beatanical



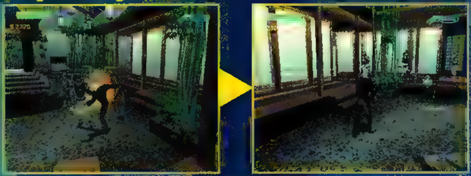
More and more officers will try to impede your progress. Try to lure them into narrow areas where they can't surround you. If your health runs low, go into the bathroom—there is a Large Health power-up in one of the stalls.



Gift Shop Gut Check

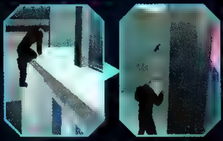
A second wave of Precrime goons awaits inside near the gift shop. It's hard to fight all the enemies at once. If you see a large group of officers, try to take them all out with one shot from the concussion rifle.

Bring in the Big Guns

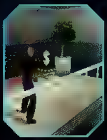


In one of the final rooms, robots carrying grenade launchers will attack you. Run in close and let fly with two rounds each from the shotgun. If you don't have any ammo, buy some on the Black Market—it's worth the cost to take out the grenade-toting Guard Bots.

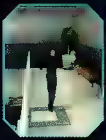
Secrets



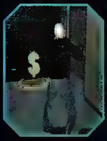
In the first main room, jump up to a ledge that has large pink dots in the background. Follow the ledge until you find a small alcove that contains money and some much-needed firepower.



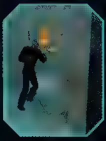
When you first enter the level, jump up and walk to the left side of the balcony to find a cool fifty dollars.



Once you obtain the second secret, look to the balcony on the other side of the room for another.



Secret number four is inside the gift shop. Look for a small nook behind a pair of gray cash registers.

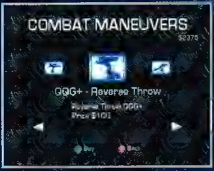


Look for a small hallway off the room where you fight the robots. The hall has gray walls and a number of paintings.

To Market, to Market, to Buy Some Cool Moves

There are many ways to unlock new, cool features in Minority Report. The most straightforward is the Black Market, an underground network of shady dealers who can get you most anything you want. You can also unlock a number of gameplay modes and rewards by completing certain tasks, such a finishing a level or eliminating a boss character.

Back in Black

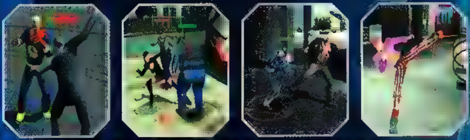


There are four categories in the Black Market: Combat Maneuvers, Temporary Upgrades, Permanent Upgrades and Weapons. Save your money and buy the two Hit Point Boost selections from the Permanent Upgrade menu, then start picking up new combos. You can purchase other upgrades as situations dictate.

You Have Elected the Way of Pain!

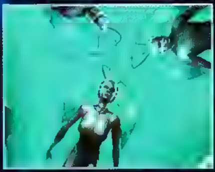
Pain Arenas are fun unlockables and a good way to extend Minority Report's replay value. Usually named after a character, each Pain Arena pits you against a gang of baddies. You'll earn points based on how many foes you can eliminate before you expire. As an added challenge, weapons are off-limits.

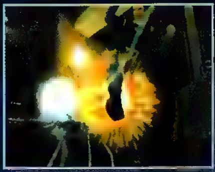
A New Hero Is Rising



Beat the game, and you'll get to play as a wide number of alternative heroes—everything from John in a funny outfit to odd kung-fu fighters.

Can You Find the Minority Report?





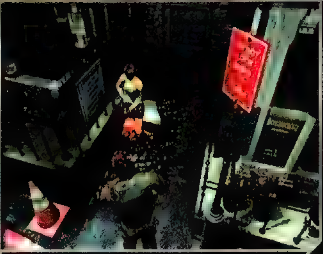
Twenty missions seems like a lot, but that's only half the challenge! There are still twenty missions to go—and they get much more difficult near the end. If you hope to survive, you must keep searching for cash and secrets, boost your health on the Black Market and learn to use the combo system effectively. If you do those things, you might be able to clear your name and take out Precrime forever! Best of luck, Mr. Anderton.

RAPID-FIRE PREVIEWS

THE NINTENDO GAMECUBE CONTINUES TO BE THE PLATFORM FOR INTENSE ACTION THRILLERS WITH STYLE AND SUBSTANCE. TAKE A LOOK AT THE RAPID-FIRE GAMES THAT ARE LURKING AROUND THE CORNER.

RED FACTION II

RTX RED ROCK

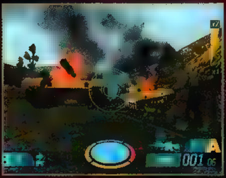

RESIDENT EVIL 3: NEMESIS

RAPID-FIRE REPORT

PREPARE FOR AN ONSLAUGHT.

CLANCY'S COMING

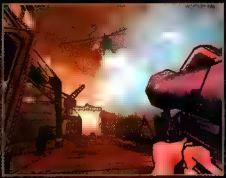
The Tom Clancy series from Ubi Soft continues this winter and spring with two more GCN releases—Ghost Recon and Splinter Cell. Both put players in the role of a silent and deadly government operatives.

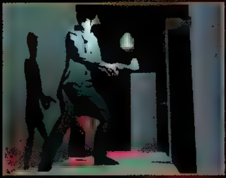

Ghost Recon puts you in charge of an elite squad in the thick of a conflict on the Russian border.

As NSA Agent Sam Fisher, you'll go deep into enemy territory in Splinter Cell.

CEL-SHADED SPECTACLES

The amazing visuals of cel-shaded games XIII and Killer 7, from Ubi Soft and Capcom respectively, are sure to set the gaming world on its ear later this year. XIII, due out this fall, is an FPS that uses the Unreal II engine and gets its unique look and story line from a French comic book series. Killer 7 is currently set for a Japanese-only release, but we're hopeful that Capcom will announce a North American release in the near future.


Amnesia thriller XIII focuses on a complex story of political intrigue and self-discovery.


Killer 7 takes a giant stylistic leap with graphics that are sure to please.

EVIL AMONG US

Early screen shots of Capcom's GCN-exclusive Resident Evil 4 are jaw-droppingly cool. The game just may raise the bar set by RE Zero. The story puts RE2's Leon Kennedy into the Umbrella Corporation's zombie-infested headquarters. Check future issues for more RE 4 release info.

HITMAN 2: SILENT ASSASSIN

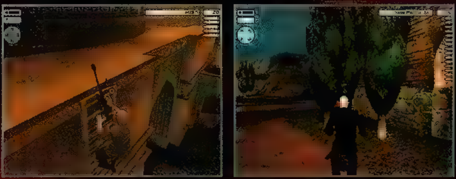
EIDOS PULLS THE TRIGGER ON ANOTHER BIG HIT.

PUBLISHER
EIDOS

RELEASE DATE
SPRING 2003

BALD, BOLD AND OUT FOR REVENGE

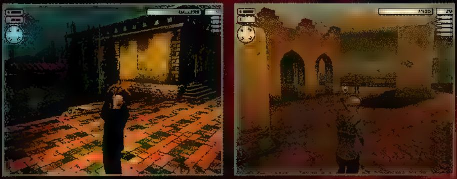
Biologically enhanced hired gun Mr. 47 tends to some unfinished business in the second installment in Eidos's Hitman series. Forced out of retirement to save a friend and pay off a debt to his old employer, the assassin must plunge headlong into the seedy world of organized crime and international arms dealing. As you guide 47 to his score-settling goal, the M-rated action builds to an intense blur of flying bullets and splattering blood, and the view shifts seamlessly from first-person to third-person perspective. The publishers of TimeSplitters 2 do not disappoint when it comes to furious fun.



Step into the patent leather shoes of merciless mercenary Mr. 47 and take on a throng of thugs as you fight for vengeance and cash. You're outnumbered, but not outmatched. If you live up to the title of silent assassin, your targets won't know what hit them.

THE DARK SIDE OF THE WORLD

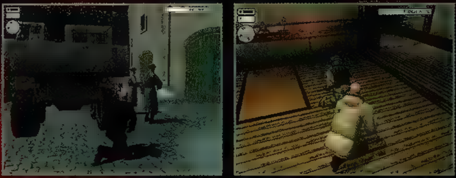
Your missions will take you from one challenging situation to the next. Your adventure starts in Sicily, where a mob boss has taken 47's conscience, Father Vittorio, for ransom. You must infiltrate the mafia villa, save the priest and take out the boss. From there, it's off to St. Petersburg where you'll spend equal time in sewers and grandiose buildings as you set your sights on a political operative. The game encompasses eight huge missions, each with multiple challenges and dozens of solutions. As you delve into the story, you'll discover a deep conspiracy that makes everyone a potential target. Trust no one and keep your guns loaded.



The job of silent assassin takes you to numerous international locations. From Italy to Russia, and Japan to Malaysia, you will study your targets and remove them before they can turn against you. The world of Hitman 2 is brutal and intense.

GO YOUR OWN WAY

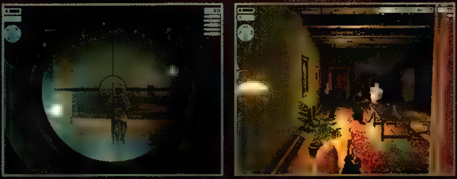
The missions in Hitman 2: Silent Assassin are wide-open. You have goals, but you must decide how to carry them out. You can go into every situation with guns blazing or take the stealth route and neutralize every target with silent precision. You can intercept the delivery man before he reaches the crime lord's compound, knock him out with chloroform, take his uniform, and infiltrate the area in disguise; or you can enter through the back gate and hide while armed guards go about their rounds. A threat meter warns you when the guards are suspicious, letting you know when it's time to jump back into the shadows.



When you're among enemies, they monitor your behavior. You can don a disguise and try to blend in or hide in dark corners. As long as the guards aren't suspicious, you'll be able to take them out one at a time and earn better mission ratings.

ARMED, DANGEROUS AND IN CONTROL

You'll start your journey with a large selection of weapons and pick up many more along the way, building your arsenal as you go from mission to mission. If you're under cover, your weapons of choice are chloroform, silenced firearms, binoculars and sniper rifles. If your cover is blown, you'll turn to submachine guns, shotguns and small explosives. Your mission rating is based on shots fired, targets removed and the general mess you've made of the mission area. Since there are so many ways to execute each mission and so many weapons to choose from, the game has loads of replay value.



The question of stealthy versus loud and destructive mission completion boils down to weapon selection. If you don't make a lot of noise, you can keep your cover for the duration of the mission. If finesse isn't your strong point, you can enter with guns blazing.

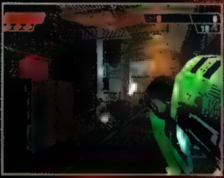
RED FACTION II

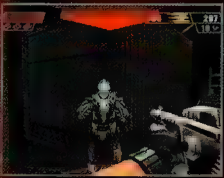
LEAVE A WAKE OF DESTRUCTION IN THQ'S POWER-PACKED FPS.

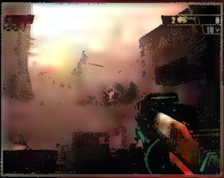
PUBLISHER
THQ
RELEASE DATE
LATE MARCH 2003

FUTURISTIC FIGHT

Super soldiers, bolstered by nanotechnology, battle a corrupt dictator in the 22nd century in THQ's guts-and-glory sequel to the first-person-perspective hit Red Faction. As demolitions expert Alias, you have taken it upon yourself to liberate the Commonwealth from Chancellor Sopot. The chancellor is deeply embroiled in a war with the neighboring United Republic, but his military forces are firmly established and ready to take on all comers. Your work is cut out for you.



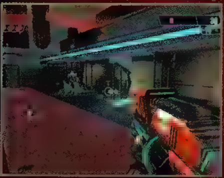




Battle Chancellor Sopot's forces in the name of the Commonwealth. As you clear dozens of mission objectives, you'll work toward one of four game endings.

THE WORLD IS YOUR TARGET

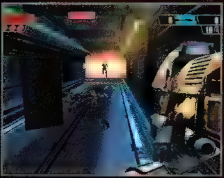
Originally developed by Volition and brought to the Nintendo GameCube by Cranky Pants Games, Red Faction II uses an updated version of Volition's Geo-Mod engine, which allows you to alter and destroy nearly every object in the game environment. When, for example, a motion-sensitive gun threatens to destroy everything that moves in a hallway, you can cut a new path through cubicle walls and approach the gun from an unguarded angle. Destruction is not only fun in Red Faction II. It's a mission requirement.



The Geo-Mod engine allows you to have a large and permanent effect on the environment. In several areas, you can blow away the walls to create alternate paths and expose enemies.

COMMAND AND CONQUER

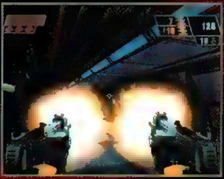
You won't have to take on Sopot's army by yourself. Five other nano-enhanced soldiers are under your command. Molov, voiced by veteran actor Lance Henriksen, is an all-around expert on armed combat. Repta specializes in heavy weapons, Quill is a sniper, Tangier is an electronics expert and Shrike can provide transportation. Among the vehicles that you will pilot are an armored tank and a minisub. You have the personnel. You have the vehicles. Do you have what it takes to survive?

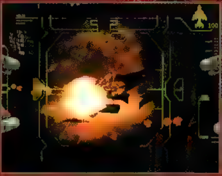


It's good that you're not alone. You'll need all of the help that you can get to power through Sopot's army.

PUMP IT UP

The 15 environment-rocking weapons at your disposal include a semi-automatic pistol, several types of machine guns, a magnetic rail driver, a nanotech grenade launcher and a WASP (Wide Area Saturation Projectile). You can carry two copies of some weapons and trigger the weapons individually with the L and R Buttons. Red Faction II will arrive for Nintendo GameCube in late March with some graphic improvements over other versions of the game—new animations, improved texture resolutions and enhanced lighting. It's locked, loaded and ready to roar.





Red Faction II is a fully equipped FPS. When you get your hands on the game's huge arsenal, you'll be ready to help the Commonwealth's cause.

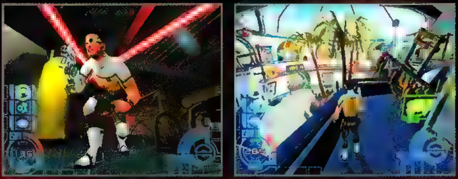
RTX RED ROCK

A FUTURISTIC ADVENTURE SHOWS SIGNS OF HOSTILE LIFE ON MARS.

PUBLISHER
LUCASARTS
RELEASE DATE
MARCH 2003

WAR OF THE WORLDS

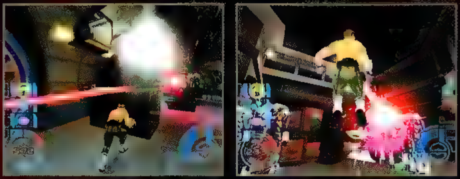
After a long string of *Star Wars*-themed adventures, LucasArts is branching out into serious science fiction with the upcoming release of alien-fighting thriller RTX Red Rock. Set on Mars and its moons in the not-too-distant future, the game focuses on a conflict between colonists from Earth and the LEDs (Light Emitting Demons), a hostile alien force. Your mission is to guide a Radical Tactics Expert (RTX) named E.Z. Wheeler through 10 levels of puzzle-solving action to liberate the Red Rock colony from the aliens. LucasArts has a long history of great adventure games such as The Dig, Grim Fandango and the Indiana Jones series, and RTX Red Rock follows in that tradition.



Take off for futuristic adventure on a Martian colony in an all-new sci-fi universe, where aliens and humans are at odds with each other over the red planet.

E.Z. DOES IT

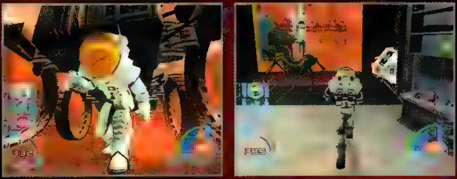
Mechanically enhanced super soldier E.Z. Wheeler uses a cybernetic eye to identify traps and puzzle solutions. He also has a synthetic arm that transforms into about 20 types of weapons and tools, such as a grappling hook, a taser and a grenade launcher. As an RTX, Wheeler is trained to think on his feet and react quickly to hostile situations. His incredible athletic ability allows him to run quickly, dodge enemy fire, return fire with his own accurate shots and crawl through confined spaces. He's the right person for the endurance-testing rescue mission, which takes you through devastated colony buildings and the wide-open Martian landscape.



If not for E.Z. Wheeler's superior athletic abilities and his synthetic eye and arm, you would not last long in your intense battles with the LED alien fighters.

TECHNOLOGICAL BREAKTHROUGH

One of your most useful tools is your computer sidekick, IRIS (Independent Removable Information System). The sass-dishing module plugs into control panels, giving you command over robots and vehicles. If a passage is too small for you to crawl through, you can use IRIS to control a small robot through the passage remotely and unlock a door on the other side. Other machines under your command include Martian rovers and alien ships.

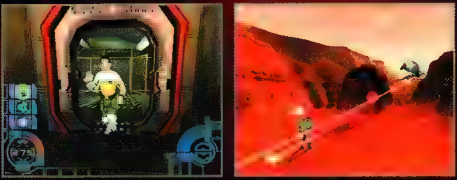


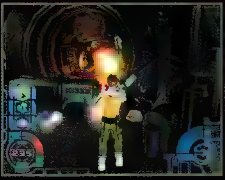
Your digital sidekick gives you control over machinery and vehicles, which help you carry out your mission efficiently.

MARS STARS

The RTX Red Rock development team has drawn from NASA research of the Martian landscape to create a realistic environment and from NASA concepts to create the Red Rock colony so it looks natural and functional. The game's 10 environments include the sprawling colony, a frozen Martian desert, a diamond mine and an underground network of water-transfering tunnels.

Four of the areas play host to split-screen multiplayer matches—you'll choose from head-to-head battles and vehicle races.





The environments shine in RTX Red Rock. You'll be amazed by the realistic look of the human habitats and Martian landscape.

RESIDENT EVIL 2

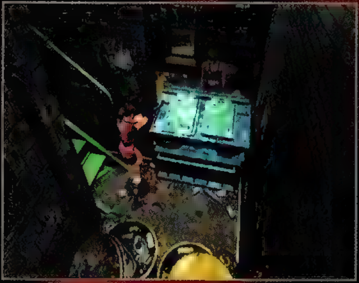
THE UNDEAD HAVE SPREAD TO RACCOON CITY AND THE GCN.

PUBLISHER
CAPCOM
RELEASE DATE
FEBRUARY 2003

The series that revolutionized the survival horror genre resurfaces with the Nintendo GameCube version of Resident Evil 2. Two months after the events of the original game, a new virus from evil Umbrella, Inc. has infested Raccoon City, turning the citizens into zombies. You can play as police officer Leon Kennedy or as Chris Redfield's sister, Claire Redfield. The two stories follow the same basic adventure, but there are some differences between the characters' stories, most notably in the cinematic sequences.

Mixing tough puzzles with ammunition-depleting battles, Resident Evil 2 offers countless thrills and plenty of monster-movie-inspired gore. There's nothing quite like the terror that you experience watching the zombie that you spent your last bullet knocking to the ground get back up.

The game's Arrange Mode starts you off with a machine gun that has unlimited ammo, so you can focus on the puzzles, rather than worry about your lack of firepower.



The GCN version of Resident Evil 2 is based on the Dreamcast version of the game, which offers an update to the original PlayStation release's character models. It's the ultimate take on one of the best adventures in the series.

RESIDENT EVIL 3: NEMESIS

RETURN TO RACCOON CITY FOR MORE ZOMBIE-BLASTING ACTION.

PUBLISHER
CAPCOM
RELEASE DATE
FEBRUARY 2003

The Resident Evil series never disappoints. The third installment offers the same puzzle-solving and monster-mashing action as the first two games in the series, with some new key features. Since the character-relative control scheme doesn't allow you to turn very quickly, Resident Evil 3: Nemesis introduces a quick 180-degree turn that you can execute with the C Stick. It also adds Live Selections, which ask you to choose between two actions at important moments. The story heads in a new direction determined by which action you select.

Another addition is the concept of gunpowder mixing. By mixing elements, you can come up with various types of ammunition and other useful items.

The game's story starts a day before the events of Resident Evil 2, then skips to a day after that game's events. The main controllable character is Jill Valentine, but you can also control the mysterious Carlos at times. Nemesis is a mutant that appears in several of the game's tough battles.

Raccoon City's narrow streets and interiors provide the backdrop for Resident Evil 3: Nemesis. Live Selections give you a reason to play the game a second time.

Small Lara.
Big Adventure.
GAME BOY ADVANCE
Nintendo
Saving the world never looked this good.
Smooth moves, New 3D style, Classic Croft attitude.
LARA CROFT TOMB RAIDER The Prophecy
GAME BOY ADVANCE
TEEN
T
CONTENT RATED BY ESRB
Animated Blood
Violence
core design
EIDOS INTERACTIVE
Ubi Soft
www.ubi.com

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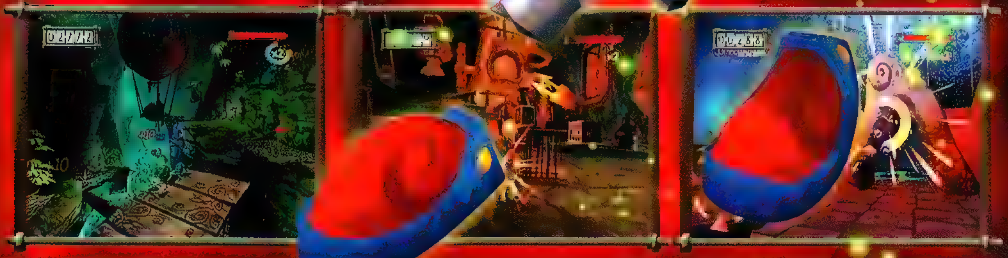
Rayman 3

HOODLUM HAVOC

Years ago, a group of designers had a dream—they wanted to create a video game hero without all those pesky arms and legs. The result was Rayman, and the much-loved series is about to get a 21st century boost thanks to the power of the Nintendo GameCube. Get ready for the bizarre and fantastic world of Rayman 3: Hoodlum Havoc.

Recently, Nintendo Power had the opportunity to visit San Francisco and get to know three of the people behind Rayman 3: Hoodlum Havoc—Producer Ahmed Boukhelifa, Game and Level Designer Benjamin Haddad and GBA Producer Bertrand Helias. We played Rayman 3 for almost four hours while talking about level design, character development, animations, creatures, favorite gaming experiences and anything else that sprang to mind. The result was a deep look at the upcoming game—and we're happy to report that it looks like a ton of fun. Read on for an overview of the new title and a few words of wisdom from the designers.

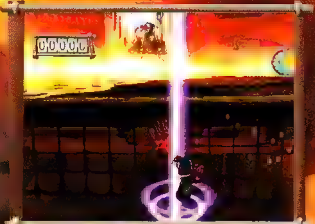


Cry Havoc!

[illegible] has been rescuing the world from evil for years, and his latest adventure presents [illegible] threat yet. As the game [illegible] and plotting to take over The [illegible] World. [illegible] motion, Rayman's best friend, Globox [illegible] ingestion brings the evil one's plan [illegible] rather oddly—developing a really bad temper and a fondness for intoxicating Plum Juice. Rayman's mission is twofold: He mu[illegible] way to remove the Dark Lum Lord from Globox's stomach and als[illegible] for total world do[illegible]

[illegible]s [illegible] from Globox [illegible] missi[illegible] of the [illegible] d cont[illegible]

Ther[illegible] in R[illegible]



In the beginning, Rayman will have only a couple of powers at his dis[illegible] moves through the game, he [illegible] throw his fists, hover in midair and much, much more.

"[illegible] aspects of Ra[illegible] Rayman 2.5. You'll see a lot of changes." —Ahmed Boukhelifa

As the world's most famous limbless hero, Rayman is often called upon to save the world from evil. His ability to use tools and throw his fists through the air will prove invaluable in the upcoming fight.

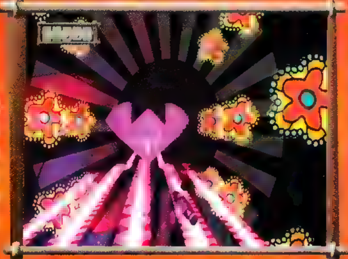
Globox is voiced by John Leguizamo, the hyperactive star of *Titan A.E., Moulin Rouge, Dr. Dolittle* and a number of other films. As the Dark Lum Lord gains more control over poor Globox, John's talents get a chance to shine.

Lums are small, black fuzzballs that give life to all enemies in Rayman's world, and Andre is the worst of the bunch. No one knows where he came from or how old he is—only that he wants to destroy the Heart of the World.

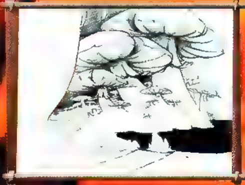
Designs on Rayman

The level design in Rayman 3: Hoodlum Havoc is one of the game's strongest points. [illegible] to Ahmed quipped, "Well, you wouldn't send Frodo back into the Mines of Moria to grab a few items. We wanted everything to be coherent and [illegible] but not feel like a chore."

"[illegible] there are no instant deaths if you happen to jump in the [illegible]" —[illegible]

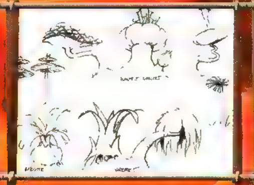


[illegible] the next by riding on the Teensie highway. [illegible]



In the con[illegible] can see h[illegible] light and sha[illegible] play an important part in the game.

[illegible] you'll jump on mushrooms and tree [illegible]



[illegible] The above sketch shows a number of [illegible]

Even though the plants a[illegible] show, they really help immerse you in the wild, wacky world of Rayman.

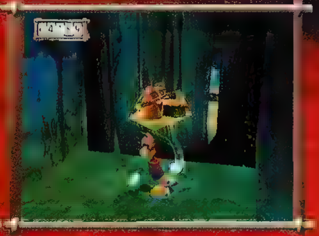
"We li[illegible] the fighting [illegible] but we wa[illegible] Rayman 3 is de[illegible] a more dangerous [illegible]" —[illegible]amin Haddad

Eyes on the Enemies

When asked what games influenced the design of Rayman 3, the entire design team instantly responded, "Half-Life." (Half-Life is a first-person shooter that came out on the PC a few years ago.) They explained that although FPS and platform titles have little in common, they were all very impressed with the enemy AI (artificial intelligence) in Half-Life. Therefore, every enemy in Rayman 3 has a solo AI that will behave differently in different situations. Some soldiers are brave or foolhardy and will charge into battle without a second thought. Others are lazy and would rather sleep or drink Plum Juice than get into a scuffle.

As you advance through the game, your enemies become smarter. Some of them will even try to sneak up on you and attack from behind, or use trees and other items for cover while attacking.

There are plenty of ways to distract a foe. Some areas even contain gongs that you can ring to grab a guard's attention. While the foe is distracted, Rayman can sneak past unobserved.



Hoodlums will send scouts into an area and set up patrols. If you stumble on a patrolling baddie, take it out quickly or it will run back and warn the others.

Movin' on Up

Rayman has always used an arsenal of cool moves to outduel his opponents, and Rayman 3 gives him access to many more. In addition to familiar favorites like the Flying Fist, Rayman can now [illegible] power-ups that grant him new tools. The Vortex Power let him fire small tornadoes from his fists, and the Throttle Coptor allows him to fly. Other new upgrades [illegible] Fist, the Lock Jaw [illegible] Shock Rocket.

The Vortex Power can also shrink certain platforms, granting Rayman access to secret areas.

The Lock Jaw gives Rayman a pair of snapping claws that let him swing across huge chasms.

"You can now take pictures in-game and save them to a Memory Card. Then you can show friends how good you are at Rayman." —Ahmed Boukhelifa

Everyone Loves Extras

[illegible] Havoc is also being released on the PS2 and XBox, but the GCN [illegible] number of extras that won't be included on the other platforms. The reason is simple—Ubi Soft has taken full advantage of the GBA-to-GCN linking feature and included tons of cool features. If you link a copy of Rayman 3 for the GBA to Rayman 3 on the GCN, you will unlock 10 brand-new lev[illegible] version. The same process can also be [illegible] version, including a Whack-a-Mole [illegible] the old Atari game Commando. [illegible] that require one player on the GCN and one on the GBA. The [illegible] had the player with the GCN Con[illegible] while the GBA-wielder played a Tetris-like game that constructed the road [illegible] driver. If the GBA player was too slow, his friend could fall to his doom! The interactive elements are very strong and a lot of fun.

"We needed to create fun minigames that people could play in between classes or while on the bus, [illegible] we've done that." —Bertrand Helias

Faster Than a Ray of Light

How do we love Rayman? Let us count the ways. We love the creative level construction and innovative use of immersive design elements. We love the hilarious spoken dialogue and first-rate voice-over work. We love the more than 50 levels, constantly changing worlds and clever boss battles. We love the GCN-GBA linking abilities, the way the games flow seamlessly together and the multiple, marvelous minigames. When all is said and done, we just love Rayman. Look for the little legless hero to hit stores sometime this spring.

Rayman® 3
HOODLUM HAVOC
NINTENDO POWER

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What you really want!

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FUNDAMENTALS

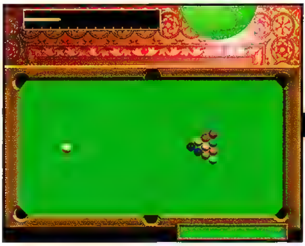
CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

Program Progress

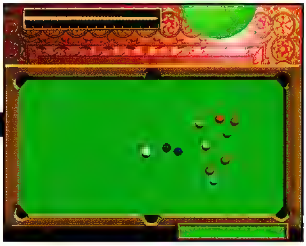
Pool Clues

Billiards Basics

Project FUN's Game Factory this month features instructions on how to make a pool program. DigiPool builds off the FunBasket project's physics lessons by introducing friction. The DigiPool sessions use functions instead of state machines. Although state machines are great for visualizing how a program will work, straight functions are the standard in C and C++ programming.



Pull Back
After you aim your shot, press and hold the space bar to determine the force with which you will hit the cue ball.



Shoot
Once the aim and force are where you want them, press the Enter key. The cue ball will roll across the table and trigger dozens of collisions.

Beginner Sessions

The first set of sessions teaches you how to set up the main aspects of the game—collisions between the balls and basic interface elements. The ball sprites use the reflection effect so they will accurately bounce off each other and the bumpers. They also employ friction, which means that they will slow down and stop after a while. How long it takes depends on how much force puts them into motion. If you want to tweak the friction effect, you can make adjustments to the BallsCollisionFN function. The StickFN function sets the initial speed for the cue ball, depending on how long the player held the space bar to pull back on the cue before executing the shot by tapping the Enter key.

Advanced Sessions

By following the steps in the Advanced sessions, you will give the player the ability to pick up the cue ball and place it elsewhere on the table. The sessions also account for scratches and add a direction pointer (different from the direction pointer in our Bells & Whistles session).

Expert Sessions

Follow the steps outlined in the Expert sessions to add all of the finishing touches—an opening menu, instructions, scoring, replay mode and a second level that places the 8 ball in the middle of the rack and challenges the player to pocket the ball with his or her last shot.

8-Ball Challenge

After you complete the Expert sessions, you'll have a game that has similarities to 8-Ball but doesn't follow all of the rules. If you feel like a challenge, you can add 8-Ball rules. Add a second player, then separate the solids and stripes and add conditions that switch turns after missed shots. The game ends when someone sinks the 8-Ball.

The Expert Sessions result in a game that does not quite follow the rules of 8-Ball. You can apply your FUN experience to incorporate 8-Ball rules.

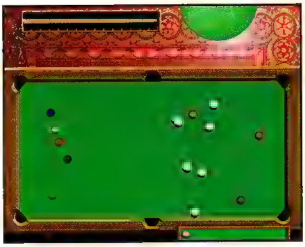
FUN Facts www.projectfun.digipen.edu

- The DigiPen Institute of Technology's Project FUN is an online club that gives members opportunities to create video games on personal computers.
- Nintendo Power subscribers can join Project FUN at a rate of $15 U.S. for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with hints and ideas for additional fun features.

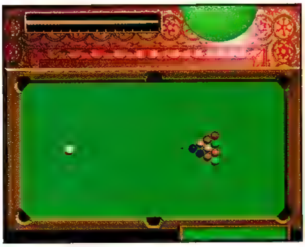
Bells & Whistles

DigiPool Additions

Both of our suggested additions to the DigiPool game deal with aiming your shots. After you complete the Beginner sessions, you'll be able to aim your shots by moving a single-dot aiming pointer around the table with keyboard controls. One addition adds a line of cue balls that shows the ball's trajectory. The other addition allows you to control the aim by using the mouse instead of the keyboard.



Line Up Your Shot
Our first Bells & Whistles addition creates a line of cue balls that bounces off bumpers.



Alternate Control
If keyboard control over the pointer is too slow for you, you can switch to mouse control with our second Bells & Whistles addition.

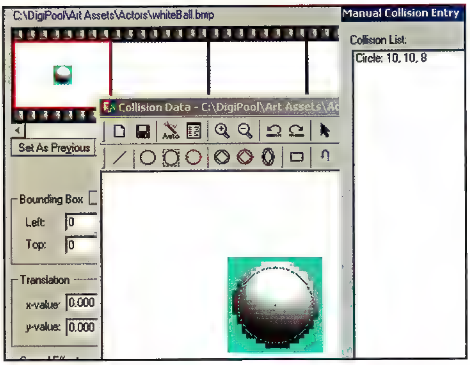
Aiming Aid

Step 1—Add an Actor and an Animation Set

Our first Bells & Whistles addition builds off your progress from the Beginner sessions by adding a graphic element that shows the potential path of the cue ball. The graphic is an animated line of cue balls that bounces off the bumpers a maximum of three times and ends when it collides with a pocket or a ball. The first step in creating the line is to add an actor and an animation set. Right-click the Actors node and add an actor named TRACER. Then right-click the TRACER node and add an animation set named TRACER. Add a frame to the set, using whiteBall.bmp as your art. Give the frame the following collision data:

Collision Type: Circle
Center X: 10
Center Y: 10
Radius: 8

Save and close the animation set.



C:\DigiPool\Art Assets\Actors\whiteBall.bmp

Collision Data - C:\DigiPool\Art Assets\Ac

Collision List: Circle: 10, 10, 8

Bounding Box
Left: 0
Top: 0

Translation
x-value: 0.000
y-value: 0.000

The animated aiming line will consist of several instances of a sprite that uses the TRACER actor. You'll give the animation set collision data so the sprite will be able to react to the bumbers, balls and pockets.

Step 2—Add a Sprite

Now that you have the actor that will provide the graphic basis for the line, you can create a new sprite with the following properties:

GENERAL
Name: tracerDotMaster
Map: background
Visible: check
Unused: check
zOrder: 1
Number of Variables: 3

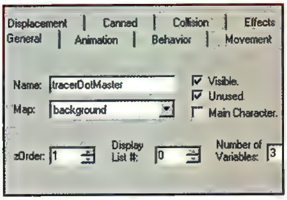
ANIMATION
Actor: TRACER
Initial Animation: TRACER
Initial Frame: whiteBall

DISPLACEMENT
SpeedX: 8
SpeedY: 8

COLLISION
Precise Collision: select
Check Collision with Map: check
Ghost Collision: check

EFFECTS
Reflection: check

Under the General tab, you will assign three variables to the sprite. One variable will keep track of the tracer's bumper collisons. The others will note the target's X and Y coordinates.



Name: tracerDotMaster
Map: background
☑ Visible.
☑ Unused.
☐ Main Character.
zOrder: 1
Display List #: 0
Number of Variables: 3

Step 3—Create a Function

The next step is to develop a function that manages the tracer and deletes it if any of several conditions is met. Right-click the Object Functions node under the Behavior branch of the project tree and create a function called TracerDotFN. Set the function to be used by sprites and enter the following code:

```
bool deleteDot = false;          // Whether to delete the tracer dot
// Avoid collision when starting at the white ball
if (!This->CollisionWithSprite("whiteBall"))
    This->GhostCollision(false);

// If the pointer has moved, delete the tracer dot
SpritePTR pointer("directionPointer");
if (pointer->MapPositionX() != This->LocalVariables[1]
    || pointer->MapPositionY() != This->LocalVariables[2])
    deleteDot = true;
/* If the balls are in play or the tracer dot goes into a pocket,
    delete the tracer dot */
else if (InPlay || This->CollisionWithMap(1))
    deleteDot = true;
// If a colored ball is hit, delete the tracer dot
else if (!This->GhostCollision() && This->CollisionWithSprite()
    && !This->CollisionWithSprite("whiteBall"))
    deleteDot = true;
// If the stick is adjusted, delete the tracer dot
else if (pKeyboard->IsTriggered(DIK_SPACE)
|| pKeyboard->IsTriggered(DIK_Z))
    deleteDot = true;

// If the tracer dot hits a wall
if (This->CollisionWithMap(0))
{
    // Increment # of wall hits
    This->LocalVariables[0]++;
    // If it has hit enough walls, delete it
    if (This->LocalVariables[0] == 3)
        deleteDot = true;
}

// If anything caused the tracer dot to be deleted, delete it
if (deleteDot)
    This->DeleteFlag(true);
```

Step 4—Create a Global Variable

The TracerDotFN function uses a variable called InPlay that will keep track of when the balls are in play, blocking the tracer line from spawning. Add a global variable with the following properties:

```
Name: InPlay
Type: bool
Initial Value: false
```

Step 5—Assign Behavior

The last step in implementing the new function is to assign it to the behavior of the tracerDotMaster sprite. Open the sprite, click on the Behavior tab and add the TracerDotFN function.

Step 6—Modify StickFN

Open the StickFN function. Search for the following line:

```
if (ResidedBallPositions!=10)
{
```

Add the following under the bracket:

```
InPlay=false;
```

Then search for the following line:

```
if (pKeyboard->IsTriggered(DIK_RETURN))
{
```

Add the following under the bracket:

```
InPlay=true;
```

Step 7—Create a State Machine

Create a state machine called TracerSM, set it to be used by levels and place four states: Disabled, Spawn, InPlay and Pause. Open the Spawn state and give it the following Initial Actions code:

```
//Reset spawn count
TracerSpawnCount=0;
```

Then place the following into the state's Actions:

```
TracerSpawnCount++;
if (TracerSpawnCount > 5)
{
    SpritePTR whiteB("whiteBall");
    SpritePTR pointer("directionPointer");
    SpritePTR tracerDotMstr("tracerDotMaster");
    SpritePTR tracerDot;

    TracerSpawnCount = 0;

    tracerDot = tracerDotMstr->CreateSprite();
    tracerDot->Unused(false);
    tracerDot->Name("tracerDot");

    tracerDot->LocalVariables[0] = 0;
    tracerDot->LocalVariables[1] = pointer->MapPositionX();
    tracerDot->LocalVariables[2] = pointer->MapPositionY();

    tracerDot->VectorDirection(
        (pointer->MapPositionX() + pointer->FrameCenterX())
        - (whiteB->MapPositionX() + whiteB->FrameCenterX()),
        (pointer->MapPositionY() + pointer->FrameCenterY())
        - (whiteB->MapPositionY() + whiteB->FrameCenterY())
        );

    tracerDot->MapPosition(
        (whiteB->MapPositionX() + whiteB->FrameCenterX())
        - tracerDot->FrameCenterX() + 0.001,
        (whiteB->MapPositionY()+whiteB->FrameCenterY())
        - tracerDot->FrameCenterY()
        );
}
```

Step 8—Create Edges

Now that your state machine has states, it needs edges. Create an edge that points from the Disabled state to the Spawn state and another one that points from Spawn to Disabled. Replace the Conditions code in both edges with:

```
return pKeyboard->IsTriggered (DIK_A);
```

Create an edge from Spawn to InPlay and replace the Conditions code with:

```
return InPlay;
```

Create an edge from InPlay to Spawn and replace the Conditions code with:

```
return !InPlay;
```

Create an edge from Spawn to Pause and replace the Conditions code with:

```
return pKeyboard->IsTriggered (DIK_SPACE)
    || pKeyboard->IsTriggered (DIK_Z) ;
```

Create an edge from Pause to Spawn and replace the Conditions code with:

```
return pKeyboard->IsTriggered (DIK_A);
```

Create an edge from Pause to InPlay and replace the Conditions code with:

```
return InPlay;
```

Step 9—Assign Behavior

The last step in implementing the new state machine is to assign it to the level. Right-click the Level__1 node and open the properties, then assign the TracerSM state machine to the level's behavior.

Step 10—Create a Global Variable

The TracerSM state machine will use a global variable called TracerSpawnCount to keep track of the number of active tracers. Create a global variable and give it the following properties:

```
Name: TracerSpawnCount
Type: int
Initial Value: 0
```

Step 11—Save, Compile and Run

After you've made all of the changes, save your progress then compile and run the game. When you press the A key, several objects that look like the cue ball will spawn into a line that bounces off the bumpers. You'll find that aiming your shots, particularly bank shots, is easier and your shots will therefore be more accurate.

Mouse Moves

Modify DirectionPointerFN

After you complete the Beginner sessions, your game will use a shot-aiming method that requires the player to press the Left and Right arrows on the keyboard to make the direction pointer rotate around the table. Aiming can take quite a while, and since the pointer is always on the edge of the table, it's not entirely accurate. By making a simple modification to the DirectionPointerFN function, you can give the mouse, instead of the keyboard, control over aiming. Open the function and search for the following line of code. It should be near the top of the function:

```
if(pKeyboard->IsPressed(DIK_RIGHT)
    &&(pKeyboard->IsPressed(DIK_RSHIFT)
    ||pKeyboard->IsPressed(DIK_LSHIFT)))
```

Add the following new code in front of that code:

```
//if the right mouse button is pressed, drag the aiming pointer
if (pMouse->IsPressed(1))
    This->MapPosition(pMouse->X() -
            myGame->ViewPortPositionX(), pMouse->Y());
/*********************************
```

The last new line starts a comment block. It needs only one asterisk, but it's easier to identify with several asterisks, in case you want to find it and remove it later. Next, look for the following code (the last nest of *if* statements):

```
if(pKeyboard->IsTriggered(DIK_T)
{
    if(This->MapPositionY()==152)
            This->MapPositionY(425);
    elseif(This->MapPositionY()==425)
            This->MapPositionY(152);
    if(This->MapPositionX()==59)
            This->MapPositionY(592);
    if(This->MapPositionX()==592)
            This->MapPositionY(59);
}
```

After the code, add the following line:

```
*******************************/
```

That line ends the comment block. The compiler will ignore everything between the two comment lines. When you compile and run the game, you'll be able to aim shots by right-clicking the mouse and dragging the pointer.

After you add code that gives the mouse control over aiming, and you comment out the code that gives the keyboard control, you'll be able to right-click and drag the pointer.

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

NASCAR THUNDER 2003
UNLOCK EXTRA DRIVERS—PAGE 86

From hot sports games to big adventures and first-person shooters, CI covers the gaming gamut this month. The *Star Wars*: The Clone Wars and KSPS codes are follow-ups to last month's code blowouts. The Super Monkey Ball 2 coverage is chock-full of secrets and the Metroid Fusion tips focus on boss battle tactics.

- ANIMAL CROSSING GCN
- DUKE NUKEM ADVANCE GBA
- KELLY SLATER'S PRO SURFER GCN
- MEDAL OF HONOR: FRONTLINE GCN
- METROID FUSION GBA
- NASCAR THUNDER 2003 GCN
- NBA 2K3 GCN
- ROBOTECH: BATTLECRY GCN
- SMUGGLER'S RUN: WARZONES GCN
- SPYRO 2: SEASON OF FLAME GBA
- STAR FOX ADVENTURES GCN
- *STAR WARS*: THE CLONE WARS GCN
- SUPER MONKEY BALL 2 GCN

MEDAL OF HONOR: FRONTLINE GCN

HONOR IN CHEATING

CODES

HELP THE WAR EFFORT AND EARN SOME UNUSUAL BONUSES WITH PASSWORDS AND BUTTON-PRESS CODES.

World War II sim Medal of Honor: Frontline is packed with cheats that range from mission unlocks to graphic anomalies. You'll trigger two of the cheats by pausing the action then pressing buttons on the Controller. You'll trigger the others by way of a password-entry interface that you'll find in the Options menu.

BUTTON-PRESS CODES

Press Start to pause the action, then enter either of the button-press codes below. After you hit the last button, the action will resume and the code will take effect. The first code shields you from some enemy fire. The second code makes you invincible.

CODE	EFFECT
B, B, R, L, Y, X	YOUR SOLDIER IS SHIELDED
B, L, B, R, Y, L, X, DOWN	YOUR SOLDIER IS INVINCIBLE

LEVEL UNLOCK PASSWORDS

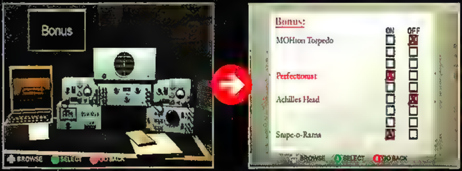
The Options menu is designed to look like a World War II-era radio room. You can highlight items in the room by using the Control Stick. A message at the top of the screen lets you know what option you have selected. The Passwords option brings up a typewriter-like device for entering codes. After you enter a valid password and press the Send key, the lights above the keyboard will flash green. Four of the codes listed below unlock advanced missions. The fifth code gives you a Gold Star rating for every mission you complete.

CODE	EFFECT
EAGLE	UNLOCKS MISSION 2, A STORM IN THE PORT
HAWK	UNLOCKS MISSION 3, NEEDLE IN A HAYSTACK
PARROT	UNLOCKS MISSION 4, SEVERAL BRIDGES TOO FAR
DOVE	UNLOCKS MISSION 5, ROLLING THUNDER
SEAGULL	GOLD STAR RATING FOR EVERY MISSION

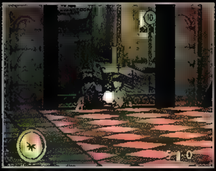
BONUS UNLOCK PASSWORDS

The bonus unlock passwords make Bonus menu entries appear. Set them to the "on" position.

CODE	BONUS	EFFECT
BIGBOOMER	MOHTON TORPEDO	SPECIAL WEAPONS EFFECTS
SILVERSHOT	SILVER BULLET	SINGLE SHOT VICTORY
REFLECTOR	BULLET SHIELD	SHIELDED FROM ENEMY FIRE
FLAWLESS	PERFECTIONIST	SINGLE SHOT DEFEAT
HIDENSEEK	INVISIBLE ENEMY	ENEMIES ARE INVISIBLE
HEADSUP	ACHILLES HEAD	ONLY HEAD SHOTS COUNT
BOUNCE	RUBBER GRENADES	HAND GRENADES BOUNCE
MADHATTER	MEN WITH HATS	SOLDIERS WEAR ODD HATS
SUPERSHOT	SNIPE-O-RAMA	ALL WEAPONS ZOOM IN/OUT



After you enter a bonus unlock password, select the Bonus entry in the Options menu, highlight the newly unlocked bonus and press the A Button to turn it on.



The Snipe-o-Rama bonus gives every weapon a sniper scope. Press L to zoom in.

The Men with Hats bonus puts strange ornamentation on the soldiers' heads.

NBA 2K3

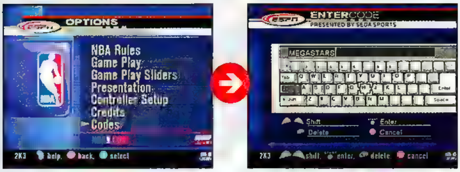
GCN

INSTANT REPLAY

CODE

SEGA SPORTS REPEATS A TEAM-UNLOCKING CODE FROM NBA 2K2.

In Volume 161, we reported on an NBA 2K2 code that unlocks three special teams composed of the game's programmers, artists and producers. Those teams are back in NBA 2K3. Enter the Game Play screen from the Options menu, then press and hold Left on the Control Pad and Right on the Control Stick and press the Start Button. Release the buttons and press B to return to the Options menu. You'll see a new Codes option. Select it, then key in MEGASTARS (all capital letters) as your code. A message reading "SUPERSTARS now unlocked" will appear. When you select teams in a Quick Game, you'll have the three new squads to choose from.



After you unlock the codes-entry interface, key in MEGASTARS to unlock the NBA 2K3, Sega Sports and Visual Concepts teams.

KELLY SLATER'S PRO SURFER

GCN

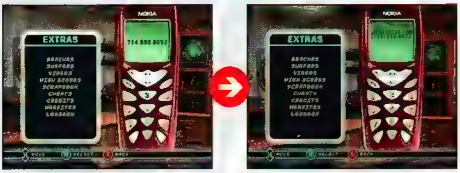
THE BIG KAHUNA

CODE

UNLOCK LEVELS, SURFERS, TRICKS AND A VIDEO WITH ONE MEGA CHEAT.

Last month's Kelly Slater's Pro Surfer codes were only a ripple compared to the game's monstrous Mega Cheat code. Select the Extras entry from the main menu, then choose the Cheats option. After you enter the cheat correctly, the telephone will flash the message "New Cheat Unlocked." The cheat defaults to the "on" position. You can turn it off via the Toggle Cheats option.

CHEAT	RESULT
7145558092	MEGA CHEAT



Enter the Mega Cheat to unlock four hidden surfers, all levels, tricks and boards, and the Bails video.

Jump into the advanced levels and pull off amazing tricks instantly.

Take a look at the Bails video to see real-life surfing spills.

ANIMAL CROSSING

GCN

SHINY SHOVEL

TIP

GOLDEN SHOVELS GROW ON TREES. USE A REGULAR SHOVEL AS A SEED.

Buried bags of Bells glow through the ground. After you dig up Bells from a glowing spot, bury a spare shovel in the same place and wait several days for a tree to grow. In all likelihood, the tree will produce a golden shovel. Shake the tree to make the prize fall to the ground. By digging with your new shovel, you will increase your chances of finding buried Bells. If you bury a bag of Bells instead of a shovel at a glowing spot, the product will be a tree that produces more bags of Bells.

STAR WARS: THE CLONE WARS

GCN

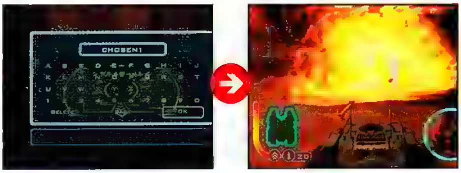
THE FORCE IS WITH YOU, ALWAYS

CODES

USE CODES TO EARN UNLIMITED AMMUNITION AND INVINCIBILITY.

A pair of codes are key for campaign completion at the Jedi Master difficulty setting. Select the Bonuses entry in the Options menu, then choose Codes and enter either or both of the codes shown below. Correct code entry will trigger a sound effect and a confirmation message.

CODE	EFFECT
CHOSEN1	UNLOCK UNLIMITED AMMUNITION
1WITHFORCE	UNLOCK INVINCIBILITY



Blasters don't expend ammo, but most secondary weapons do. When you have unlimited ammo, you can fire all weapons freely without running low.

SMUGGLER'S RUN: WARZONES

GCN

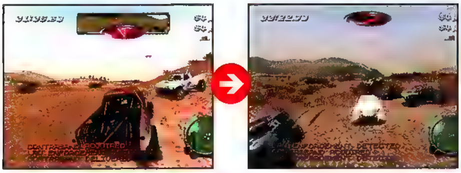
SMUGGLER STEALTH

CODE

MAKE YOUR VEHICLE INVISIBLE TO RIVALS TO SLIP BY UNNOTICED.

To pass the authorities and your fellow smugglers unnoticed, press Start to pause game play, then enter the code below. Your vehicle will become invisible to other drivers.

CODE	EFFECT
LEFT, RIGHT, LEFT, RIGHT, Z, Z, R	YOUR VEHICLE BECOMES INVISIBLE



Pause the game and enter the code. You'll still be able to see your vehicle, but other drivers won't.

ADVANCED ADVENTURES

THE STAR FOX ADVENTURES STRATEGY COVERAGE CONTINUES.

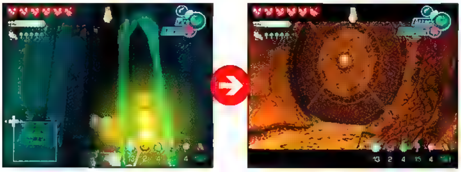
In our last issue, we provided strategies for your first visits to Ocean Force Point Temple and the Walled City. This month, we'll help you place the third SpellStone in Volcano Force Point Temple then venture on to Dragon Rock.

VOLCANO FORCE POINT TEMPLE REVISITED

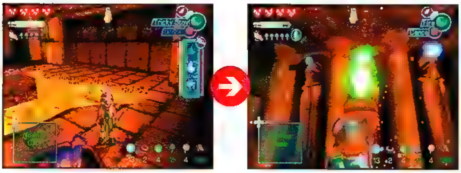
With the SpellStone that you collected from the Walled City in hand, you will return to Volcano Force Point Temple in Moon Mountain Pass. The opening sections will be exactly as you left them. After you enter the temple proper, run through some familiar areas and take an elevator down to the temple's depths, you'll reach an area where you can place the SpellStone in a large, round platform. A new passage will open on the far side of a lava moat. Once you enter the passage and take an elevator up to a new section, you'll climb up to a circular ledge where you'll find four colored flames. Extinguish the blue flame first, then the green, red and yellow flames, in that order. Once the last flame is out, a portal to the next area will open.

After you deal with a pair of SharpClaw guards and solve a simple pressure-plate puzzle, you'll reach a room that has three orbs and a changing-color flame that emanates from a platform in the middle of a lava pool. Tell Tricky to stay on the room's pressure plate to make the platform move back and forth. Then line up shots that go through the flame to hit the orbs when the flame's color matches the orb's. After you light the orb, the door will open.

Next, you'll reach a warp pad that takes you to the center of the temple. Put the SpellStone in its place, then leave the temple and return to ThornTail Hollow. After you defeat a band of flying creatures in the hollow, you'll earn a Large Scarab Bag, which will give you the capacity to hold enough Scarabs to purchase the most expensive item in the store—the SnowHorn Artifact.



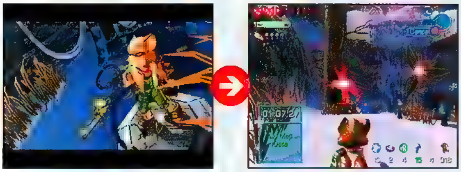
After the temple path branches into new territory, climb up and extinguish blue, green, red and yellow torches (in order) to open a portal.



Before you reach the temple's central chamber, you'll have to light three orbs. Fire color-matching shots through the moving flame.

SNOWHORN WASTES

Once you can afford the SnowHorn Artifact, purchase it at the ThornTail Store, then leave for SnowHorn Wastes. If you've spoken to the gray SnowHorn on the far side of an icy pond, you know that he has lost a special item. It's the artifact. Return the item to its owner. To thank you, the SnowHorn will trigger an obstacle course that will lead to a warp pad in a cave. After you play the horn on a Dinosaur Horn Pad, melt the ice wall behind him and run to the next Dinosaur Horn Pad. Play the horn on that pad to make another one emerge from the snow. Follow the trail down the river, knock over a tree by defeating the creature inside and use the tree as a bridge to get to the other side of the river. You'll find the second pad nearby. Play the horn there to make another pad emerge. Continue playing the horn on pads until you have opened the entrance to a cave near the water. Inside, you'll find a warp pad that will take you to the Krazoa Test of Strength.



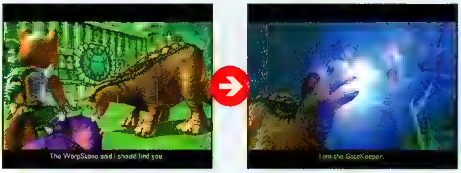
Give the SnowHorn Artifact to the gray SnowHorn. He'll start a timer and point you in the direction of a Dinosaur Horn Pad obstacle course.

KRAZOA TEST OF STRENGTH

Three simple puzzles, each involving exploding barrels, await you in the shrine. You'll carry one barrel along a zigzagging path, send another barrel floating over water while you shut off flame jets and throw the third barrel over a barrier to make it crash through a weak wall. Finally, the shrine's spirit will challenge you to a test of strength similar to the one in LightFoot Village. Use your rapid button-pressing skill to push a large stone turntable 180 degrees.

THORNTAIL HOLLOW

When you return to ThornTail Hollow, the WarpStone will tell you to talk to the ThornTail who rarely speaks. You'll find the dinosaur near the ancient well. He will tell you a brief story then open the space gate to Dragon Rock.



The WarpStone said I should find you

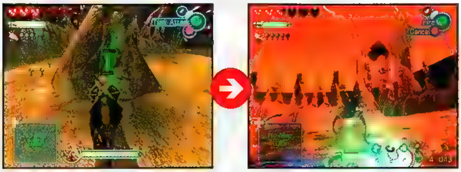
I am the GateKeeper.

The quiet ThornTail near the ancient well is the ThornTail Hollow GateKeeper. After you talk to him, he will open the way to Dragon Rock.

DRAGON ROCK—CUT OFF THE POWER

Dragon Rock is a sprawling desert with large buildings that have strong defenses. With the EarthWalker's help, you can cut the power and infiltrate the complex. As soon as you land on the rock, scan the landscape, look for a tall tower and run toward it. Climb a ladder to a boarded-up opening, then walk along the tower's ledge until you find a Fuel Barrel. Set the barrel on a barrel-shaped pad and activate a device that will carry the barrel over a wall, to the wooden barrier. As the barrel floats over the path, run ahead of it and stand on pads to temporarily turn off flame jets that could make the barrel explode. By tossing the barrel into the wooden barrier, you'll gain access to a large, round room that is protected by a rotating flame jet. Avoid the flame and look for a small alcove. There, you'll find a switch. Hit the switch to make a gate in another part of Dragon Rock fall. Climb down from the tower and look for a small structure to the south, where you will discover an EarthWalker.

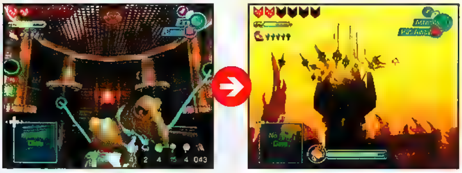
EarthWalkers are large, powerful and fast. After you mount the massive animal, you'll be able to ride across Dragon Rock's wide expanse in style. Look for rock formations and rock walls that reveal green light through cracks, then use the EarthWalker to break through the cracks and destroy power generators. After you break all four generators, the force fields surrounding the robots that hover over the area will disappear. Fire on the robots to make them fall from the sky.



By hitting a switch on the tower, you'll free an EarthWalker to the south. Ride the EarthWalker and smash four power generators.

DRAGON ROCK—SAVE THE HIGH TOP

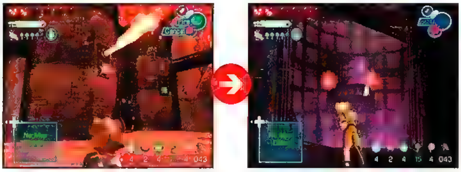
After the hovering robots are gone, return to the tower and enter an opening at ground level to discover a huge High Top that is restrained by four electric cords. Blast switches at each cord's source to free the beast, then take a ride and fight off swarms of missiles. When the ride is over, you'll access a new area.



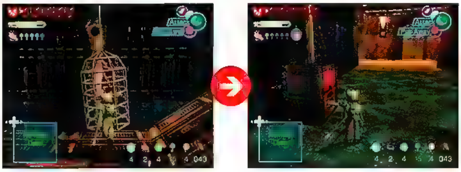
Free the High Top from its bonds by firing at four switches in quick succession, then hop onto the creature and blast several waves of missiles.

DRAGON ROCK—FREE A CLOUDRUNNER

You'll find a captive CloudRunner inside the building in the southeast corner of Dragon Rock. Before you can free the flying dinosaur, you must transport a Fuel Barrel to a weak barrier. Place a barrel on the barrel-shaped pad and have Tricky stay on another pad to trigger a barrel-carrying device. The device will pick up the barrel and carry it across a path that is blocked by three flame jets. As the barrel moves, fire on switches to shut off the flame jets temporarily. Then, when the device drops the barrel, climb up to the explosive and toss it across a series of three wind tunnels. Flame jets protect the wind tunnels. Wait for the jets to stop firing, then toss the barrel. Use the barrel to break through the barrier at the end of the path, then hit a switch to make the CloudRunner's cage move back and forth. Drop to the cage's level and tell Tricky to fire flames into a nearby furnace. The fire will shoot out of a vent and burn through the rope that holds up the cage. After the cage drops, it will open and the CloudRunner will be free.



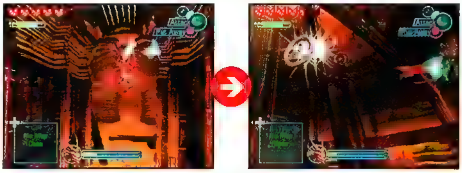
As the Fuel Barrel flies through the flame jet path, turn off the jets, one by one. Next, toss the barrel across each of the three wind tunnels.



After you break through a barrier with the barrel, you'll hit a switch to make the CloudRunner's cage move. Cut the cage's rope with Tricky's flame.

DRAGON ROCK—BOSS DRAKOR

You'll blast four spires from the CloudRunner's back, then take on Boss Drakor. Hit the beast with multiple blasts, avoid his shots and hit power-up boxes to trigger energy-replenishing rings.



Dragon Rock's leader is a flying fiend. Hit him with your blaster, pick up power-ups and shut off the flame jets as you fly.

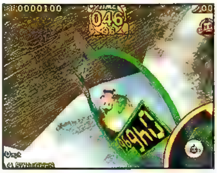
SEQUEL SECRETS

SKIP AHEAD BY FINDING GREEN AND RED SECRET EXITS.

The second Super Monkey Ball adventure is even more challenging than the first. By showing off some ball control skills, you can uncover secret exits and skip stages. Roll through a green exit to warp two stages ahead and a red exit to skip ahead five stages. You'll find the following secret goal locations in Beginner and Advanced Challenge Mode games.

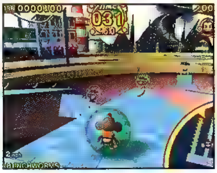
BEGINNER LEVEL—STAGE 4, SWITCHES

When you hit the second switch in the fourth stage, the bridge that spans the big gap will rotate 90 degrees to open the gap and show the bridge's backside. If you get close to the edge, you may see the secret goal in the hole. Roll to the left, near the brace that holds the bridge, then roll over the edge and aim for the center of the hole. If you hit the banner of the green exit as you fall, you'll warp past the bonus stage and into Stage 6.


After you hit the second switch, dive into a green goal.

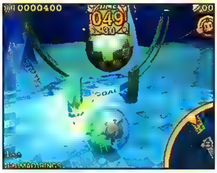
ADVANCED LEVEL—STAGE 8, INCHWORMS

The Inchworms stage has three paths, and each path leads to a different goal. All of the paths fold and unfold in the same inchworm pattern, but at different rates. The closest path moves the slowest. If you survive it, you'll cross through the blue exit and move on to the devastating Totalitarianism stage. The middle path moves faster and leads to a green exit (warp to the bonus stage). If you roll through the fastest path, a red exit will take you to Stage 13.


By rolling down the middle passage, you can skip to Stage 10.

ADVANCED LEVEL—STAGE 16, MAD RINGS

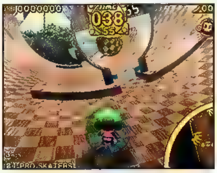
Stage 16 is a long, tiered path with giant rings that flip through gaps in an attempt to send your Monkey Ball flying. If you pass by the blue exit, you'll reach a green exit, then a red exit. The rings that guard the advanced exits move faster than the first ring. You can try to time their movement and roll when the gaps are clear, but you'll have just as much luck rolling full steam ahead from the beginning and racing to the goals.


One exit follows the next in Stage 16—providing an easy level warp.

SECRET GOAL LOCATIONS

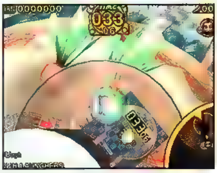
ADVANCED LEVEL—STAGE 21, PRO SKATERS

Two goals slide up and down the sides of the Stage 21 halfpipe. When you hit the Pause switch near the starting point, the blue goal will freeze, but the green goal will keep moving. If you want to skip to Stage 23, you'll have to watch the green goal's movement and break through the tape at the right moment. If the goal slides into your ball, you could fly off the edge.


You can freeze the blue goal, but the green goal will keep moving.

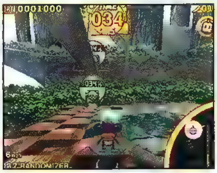
ADVANCED LEVEL—STAGE 26, LAUNCHERS

Both of Stage 26's goals are near the top of a tall tower. The green goal hovers under a square platform, and the blue goal is over the platform. Launch to the top of the tower and drop to reach the blue one. The only way to hit the green goal, though, is on the way up. Line up the shot carefully, then take off.


The green goal is below the blue goal. Catch it on the way up.

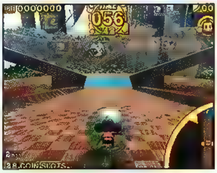
ADVANCED LEVEL—STAGE 27, RANDOMIZER

The green and red goals rest on progressively narrower platforms above the blue goal in the Randomizer stage. You can catch air easily on the stage's bumpy surface, but your trajectory is unpredictable. Instead of trying to catch the front of one of the higher platforms, roll down the side of the main platform, then move to the center after you get to the right height.


Approach the goals from the side, then center yourself in the air.

ADVANCED LEVEL—STAGE 28, COIN SLOTS

Stage 28 features eight blue goals and one green goal all bouncing around a giant double-sloped area and into slots in the ground. Timing is the key to meeting up with the green goal. If you start rolling when the timer shows that 56 seconds remain, you'll roll up to the goal area as the green goal is about to fall through the slot. You should be right on time to break the tape.


Start rolling with 56 seconds remaining to catch the green goal.

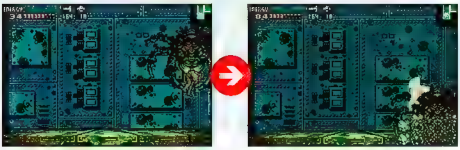
FUSION FIGHTS

PREPARE FOR BIG BATTLES NEAR THE END OF THE ADVENTURE.

As you outfit your Fusion Suit with weapons and armor, the enemies will get tougher. In our continuing Metroid Fusion coverage, we focus on the fights that lead up to your final confrontation with the SA-X.

REACTOR CORE SPIDER REVISITED

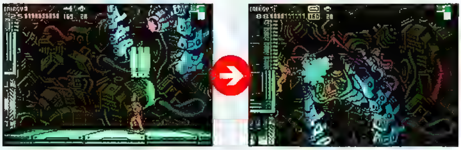
Your battle with the giant spider below the main deck is one of the most challenging fights in the game. We covered the face-off in our Metroid Fusion strategy review last month, but we didn't explain a detail that could mean the difference between winning and losing. Once the spider picks you up, you can't make it drop you sooner, but you can influence the direction you fall when you hit the ground. While you're in the spider's grasp, make sure you're facing toward the closest wall, away from the open floor. When you land, you'll roll into the open area, where you'll have room to maneuver and avoid another quick pickup. As the spider charges its flame attack, hit it with a ton of Missiles then return to your defensive position in one of the area's corners.



When the spider grabs you, face away from the open area. You'll drop and roll with plenty of room to maneuver.

SECTOR 5 NIGHTMARE

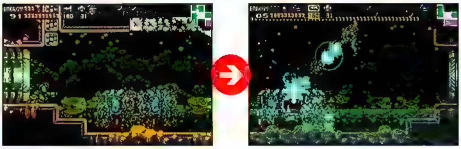
Following your Sector 2 battle for the Plasma Beam, which we covered in last issue's strategy review, you'll hunt down the Nightmare in Sector 5 to obtain the Gravity Suit. When you reach the giant biomechanical beast, jump to draw the creature toward the top of the arena, then run under it and hit its power source with charged Plasma Beam shots or Missiles. After you destroy the power source, the creature's face will change color. That's your cue to climb the ladder and hit the face with many Missiles. When the creature gets too close, fly over it, avoid contact and get ready for another attack. You will be able to finish it off after two or three multi-Missile assaults.



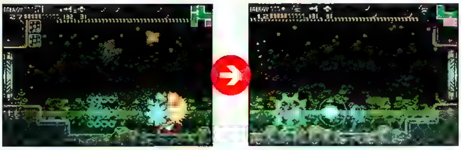
Destroy the Nightmare's power source from below, then climb the ladder and fire Missiles rapidly, aiming at the monster's face.

SECTOR 6 SECURITY ROBOT

In your journey through Sector 4's watery deep, you'll make your way to Sector 6 and discover that the way to the Restricted Zone is blocked by a one-way shutter. You'll need the Wave Beam to open it. Backtrack to a cavelike chamber near the middle of Sector 6 and face off with the Core-X-possessed Security Robot. Detonate a Power Bomb at the beginning of the battle to start a chain reaction that will reveal a horizontal ladder near the ceiling. Then grab on to the ladder for a good shot at the robot's upper-center weak spot. Fire diagonally down on the robot and stay clear of its missiles and jumping attacks.



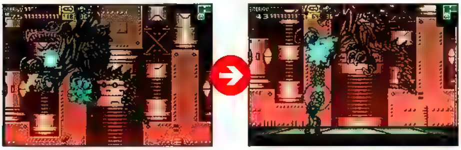
Use a Power Bomb to reveal a ladder on the ceiling, then grab the ladder and fire Missiles diagonally down on the Security Robot.



After you've defeated the robot, you'll have to deal with its Core-X creature. Jump over the beast's Wave Beams and counter with Missiles.

SECTOR 1 RIDLEY

Once you've entered the Restricted Zone and escaped, you'll explore a new area of Sector 1. There, you'll battle an X parasite reproduction of one of Samus's oldest enemies—Ridley. The flying menace is not hard to hit, but it is incredibly strong. You'll need more than 100 direct Missile hits to defeat the beast. Avoid Ridley's flailing tail attack and hit the monster's body with Missiles at every opportunity. If Ridley picks you up, you'll lose energy rapidly, but you will be able to continue your Missile attack. It's a battle of endurance. If you can hit Ridley with enough Missiles to do the job before your tanks are empty, you'll win. A Core-X battle follows, with possession of the Screw Attack on the line.



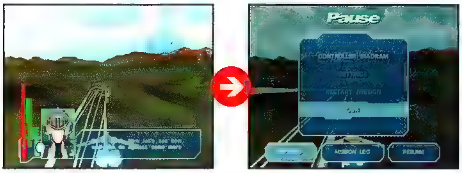
Hit Ridley repeatedly with Missiles and continue your attack even if the creature picks you up.

ROBOTECH: BATTLECRY GCN

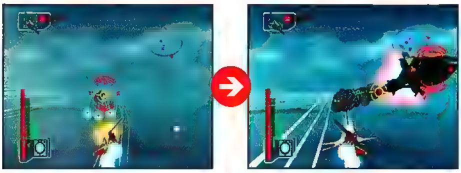
TRAINING TRICK CODE

STOP TRAINING AT THE RIGHT TIME TO BECOME INVINCIBLE.

Training Mode shows you how to control all three versions of your versatile Veritech. If you know when to quit training, you can make your character invincible in Story Mode. Select jet fighter training (the third training option) and defeat the first two drone fighters. Then quit Training Mode and start the story. Enemy Battloids will fire at you, but you won't take any damage from their attacks.


Pause
CONTROLLER DIAGRAM
RESTART MISSION
QUIT
MISSION LOG
RESUME

Enter jet fighter training and defeat the first two drones. Then quit training and enter Story Mode.



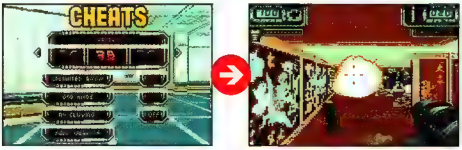
The enemies will attack with full force, but your energy meter will never deplete.

DUKE NUKEM ADVANCE GBA

COME GET SOME CHEATS CODE

USE A CODE TO SKIP LEVELS, GET ALL WEAPONS AND EARN INFINITE AMMO.

Duke Nukem delivers thrills and cheats on the GBA. You can skip to the best parts of the game and give yourself an unfair advantage over the enemies in an instant. Press Start to pause the game and press and hold L. Then press Left, Up, A, Up, Left, A, Start and Select. The Cheats menu will appear, giving you a full selection of weapons, a level select and the options to toggle on unlimited ammo, God Mode and no clipping. The God Mode option makes you invincible. The no clipping option relates to the way that the 3-D graphics are displayed.


CHEATS
GOD MODE
NO CLIPPING

Pause the action, press and hold L, then press Left, Up, A, Up, Left, A, Start and Select. Then choose your cheats.

SEND YOUR CLASSIFIED INFO TO
CLASSIFIED@NINTENDO.COM

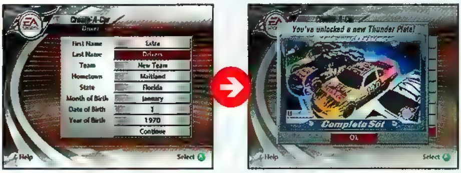
OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION
P.O. BOX 97033 REDMOND, WA 98073-9733

NASCAR THUNDER 2003 GCN

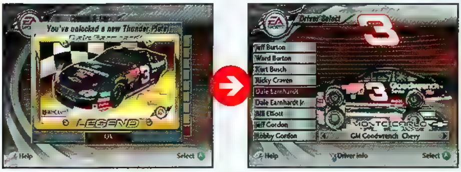
DOUBLE THE DRIVERS CODE

UNLOCK A FIELD OF FANTASY DRIVERS AND THEIR CARS.

NASCAR Thunder 2003 starts with a large selection of drivers, and you can make the field even larger with a simple trick. Enter the Create-a-Car option in the Features menu, then create a driver with the first name "Extra" and last name "Drivers." After you submit the name and continue to the next category, you'll discover that you have unlocked a new Thunder Plate—the Fantasy Drivers Complete Set. Back out of the Create-a-Driver interface by pressing the B Button several times then select one of the racing options. As you scroll through the list of available drivers, you'll see that the list has expanded to include more than 40 additional drivers (none of them NASCAR pros). Each driver has a customized car.


Create-A-Car
Driver
First Name Extra
Last Name Drivers
Team New Team
Hometown Maitland
State Florida
Month of Birth January
Date of Birth 1
Year of Birth 1970
Continue
You've unlocked a new Thunder Plate!
Complete Set
01
Help
Select

Create a driver with the name "Extra Drivers" to unlock a new Thunder Plate and a list of fantasy drivers.


You've unlocked a new Thunder Plate!
LEGEND
Driver Select
Jeff Burton
Ward Burton
Kurt Busch
Ricky Craven
Dale Earnhardt
Dale Earnhardt Jr.
Bill Elliott
Jeff Gordon
Robby Gordon
GM Goodwrench Chevy
MONTE CARLO
Help
Driver info
Select

By creating a driver named "Dale Earnhardt," you can unlock a Legends Thunder Plate and a Dale Earnhardt driver entry.

SPYRO 2: SEASON OF FLAME GBA

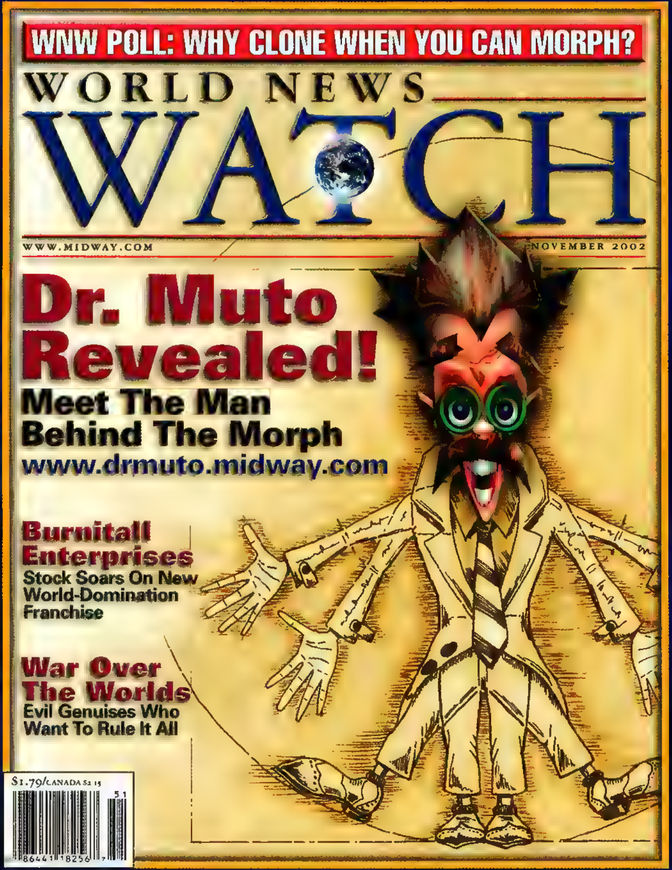
SPYRO SURPLUS CODE

GIVE SPYRO INFINITE LIVES BY KEYING IN A TITLE-SCREEN CODE.

Normally, you have only five chances to save the fireflies from the Rhynocs before your game is over. By entering a code at the title screen, you'll have an unlimited number of chances to succeed. Press Left, Right, Left, Right, Right, Right, Up, Down then B. A sound effect will confirm correct code entry. When you start playing, Spyro has five lives, but he never loses any, even if you fall off an edge and start again at the beginning of the current level.

SPYRO 2
SEASON OF FLAME
PRESS START

At the title screen, press Left, Right, Left, Right, Right, Right, Up, Down, B. Spyro will never lose a life.


WNW POLL: WHY CLONE WHEN YOU CAN MORPH?
WORLD NEWS
WATCH
WWW.MIDWAY.COM
NOVEMBER 2002
Dr. Muto Revealed!
Meet The Man Behind The Morph
www.drmuto.midway.com
Burnitall Enterprises
Stock Soars On New World-Domination Franchise
War Over The Worlds
Evil Genuises Who Want To Rule It All
$1.79/CANADA $2.15

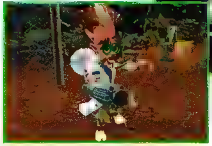
MAD SCIENCE WATCH

The Doctor Is In

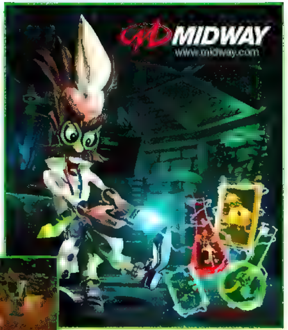
Screenshots from PlayStation®2 computer entertainment system

Are You A Man Or A Mouse?

Morph into six strange creatures from a gorilla to a spider using Dr. Muto's amazing Splizz Gun



Use a wide variety of gadgets only a mad scientist could invent such as Rocket Boots and the Super Baller

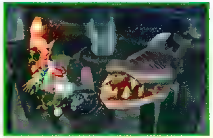


Dr. Muto, the genius mad scientist whose latest experiment accidentally destroyed his home planet, has been the center of a media frenzy with the unveiling of his amazing new "Splizz Gun" technology. Muto's Splizz Gun enables him to mutate and morph with any living organism in order to accomplish tasks no human could achieve alone.

According to Muto, the Splizz Gun's morphing ability will be key in his attempts to rebuild his world. "I simply sample some DNA and 'BANG,' I morph into a mouse, spider, gorilla or any other creature I see fit to become," Muto madly muttered in an exclusive World News Watch interview. "It's not that I am a megalomaniac, I just want to play God."

Muto's technology is receiving so much attention and interest that he will begin selling the Splizz Gun through TV infomercials next month. Also, leading videogame publisher Midway has entered into an exclusive deal with the doctor for the release of an action/adventure videogame based on his bizarre and intriguing life and his Splizz Gun technology. Information about Muto's videogame, simply titled, "Dr. Muto," is revealed on www.drmuto.midway.com, which is a website devoted to Muto's universe of baffling puzzles, mind-bending devices, freakish monstrosities and twisted humor.

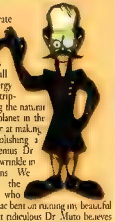
Is Dr. Muto the 21st Century's Einstein, or just another madman? Judge for yourself this fall when "Dr. Muto" the videogame releases for next generation videogame platforms.



Defend yourself against burly Rent-a-Cops, vicious "Charks," and other henchmen of your rival, Professor Burnitall

PROFILE ON...

Professor Burnitall



As energy magistrate of the Centralis solar system, Professor Gunter Burnitall has outperformed all expectations for energy production by strip-mining and pillaging the natural resources of every planet in the system, he's a master at making energy while demolishing a society. But the genius Dr Muto has become a wrinkle in his expansion plans. We caught up with the professor recently, who told us, "He's a maniac bent on ruining my beautiful energy empire. That ridiculous Dr. Muto believes he can build a planet from scraps of DNA and terra, then steal my energy reserves as the catalysts. PAH!" Burnitall went on to say that Muto is a renegade terrorist and, "My forces will stop at nothing to destroy the horrible little man, no matter WHAT creature he shapes himself into."

DR. MUTO™

TEEN
CONTENT RATED BY ESRB
Comic Mischief
Mild Language
Mild Violence
Suggestive Themes

PlayStation®2

XBOX

NINTENDO GAMECUBE™

GAME BOY ADVANCE
Coming Soon

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CLASSIFIED INFORMATION

ONE GAME. IN-DEPTH STRATEGY.

CI: SPECIAL REPORT

DIE HARD: VENDETTA

IN-DEPTH STRATEGY GCN

This month's CI: Special Report covers the gritty world of Century City police officer John McClane. Sierra Entertainment's exclusive GCN title, Die Hard: Vendetta, is filled with violence and strong language that earned it an M rating from the ESRB. If you want to survive the hailstorm of bullets, continue reading—and be careful out there. It's not for the faint of heart.

SETTING THE SCENE

THE TOWNSEND MUSEUM

When armed terrorists storm an art museum during a live TV broadcast and take Lucy McClane (John McClane's daughter) hostage, the unstoppable cop races to the scene. Begin your rescue attempt by talking to the other cops and freed hostages outside the museum. The shooting begins when you step through the museum's front door. It's your first chance to use the basic moves you learned in the police training course at the beginning of the game.

WEAPONS AND ITEMS

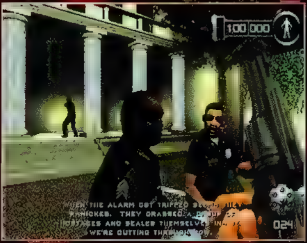
WEAPONS LIST

- Revolver x1
- Revolver x2
- 9MM x1
- 9MM x2
- Submachine Gun x1
- Submachine Gun x2
- Sniper Rifle x1

ITEMS LIST

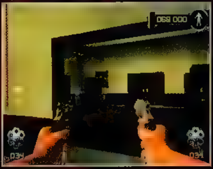
- Med Kit x3

THE SETUP



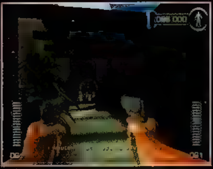
Talk to everyone outside the museum and grab the Med Kit near the valley girl witness. One of the policemen will cut through the lock on the front door with a torch while you're talking to Captain Powell. When there's nothing more to say, head inside.

FIRST BLOOD



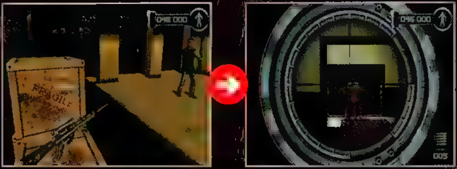
An explosion rocks the museum as you begin your assault. In the main lobby, shoot the terrorists—including the gunman on the balcony—and take the Med Kit from behind the reception desk. Proceed upstairs, shooting baddies as they appear. When you reach the first gallery, quickly shoot both terrorists to save a hostage.

TAKE IT OUTSIDE



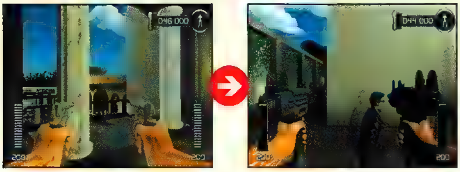
In the atrium area, you'll face another gun battle. Terrorists will use the columns for cover, and you should, too. Collect ammo and weapons from downed enemies as you work your way around the balcony level to the stairway. Go down the stairs and deal with another terrorist or two.

GET THE SNIPER RIFLE



On the ground level, shoot the terrorists and claim the sniper rifle that's on the crate. Reporter Dick Thornberg will show up; don't let him distract you. Several more terrorists will appear in the door. Deal with them, then go into the next gallery. Use twin revolvers to take out the henchmen, but switch to the sniper rifle to shoot the terrorist who is holding Von Laben hostage. A clean head shot will do the trick.

SHIFT INTO SLOW-MOTION HERO MODE



Expect an onslaught of enemies when you step outside. Your Hero Mode meter fills up as you rescue hostages, so you should have enough Hero Time to get you through the danger. Use the twin submachine guns.

SAVE LUCY FROM AFAR

Lucy is held captive under the trellis at the back of the patio area. After mopping up the bad guys out front and watching the helicopter fly away, switch to the sniper rifle and step out to where you can get a good view of the kidnapper. Zoom in on the terrorist's head and end his reign of terror.

HOLLYWOOD FIGHTS

HOLLYWOOD BOULEVARD

Gang violence hits Hollywood's streets just as you show up. Deal justice the McClane way—with an attitude and a gun. The gangs are linked to the attack at the museum. The chapter is split into two parts. Lights. Camera. Action!

WEAPONS AND ITEMS

WEAPONS LIST

- Revolver x1
- Revolver x2
- 9MM x1
- 9MM x2

ITEMS LIST

- Med Kit x3
- Pool Shack Card
- Gang Disguise
- Cinema Keys

THE DINER INCIDENT

100 000
NEW OBJECTIVE: INVESTIGATE DINER SHOOTING
069

Whether the cause was Fat Larry's cooking or random gang violence is anyone's guess, but you have to check out the disturbance at the diner. After talking to Fat Larry, go inside, look around and pick up the Med Kit at the counter. The fat is about to hit the frying pan.

HOT AND SPICY ACTION

After you examine the victims in the diner, three gang members will storm back into the dive with guns blazing. Meet them near the front door. You should be in Action Mode, which allows you to run faster than Stealth Mode. After taking out the trash, hustle down the street to face another ugly scene.

ROBBERY IN PROGRESS

Robbers have taken hostages at a bank, and you're the closest cop to the action. Run to the crime scene and charge in with your guns blazing. You'll have only a short window of opportunity to take out the robber who is holding the hostage. Once the hostage is free, eliminate the remaining robbers.

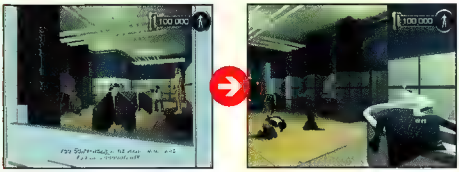
MORE TROUBLE UPSTAIRS

Talk to a group of freed hostages inside the bank, then head up the stairs, where more armed robbers are at work. Let the bank worker run past you, then blast the baddies. There's a bloody handprint on a filing cabinet near the violated vault. Jump on top of the filing cabinet and climb out the window to the alley.

TIME TO TALK TURKEY

Your new objectives include interrogating gang members and apprehending Fat Larry's assailant. First, rescue the man in the alley. Use Stealth Mode to sneak up on the closest thug and grab him. He'll spill the beans about Sergio. Shoot the perps, then jump up to the rooftops. Go through the door, eliminate two punks and step back onto the street.

SHOP 'TIL THEY DROP



Switch to Stealth Mode when you approach the clothing store. Sneak in through the broken window, then approach the thug who's looking at clothes and grab him. Force the other thugs to their knees and interrogate them, then pick up the gang disguise on the counter. In the third dressing room, shoot another thug. Be careful not to hit the innocent woman.

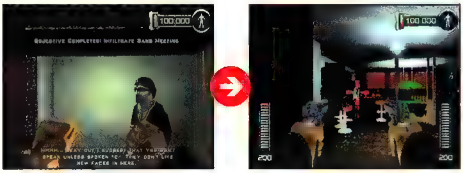
VINYL RESTING PLACE

Several robbers are loading a truck with stolen goods. Shoot them all. Inside the truck is a Med Kit. A nearby door in a brown brick building leads to the music shop. Shoot the perp in the shop.

POOL TROUBLE

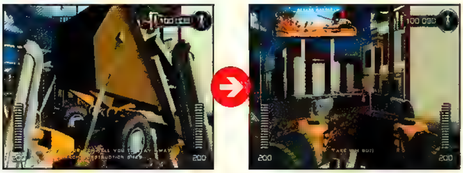
Grab the Pool Shack card from the counter in the music store and retrace your steps through the clothing store and to the street. Outside, turn left and head to the Pool Shack.

SHOW YOUR CREDENTIALS



Put on the gang disguise before you reach the Pool Shack's check-in window. When you show the attendant the card you took in the music store, he'll let you pass. Draw your weapon before stepping into the pool hall. The punk who collapses in a slow-motion cinema scene has the keys to the Chinese Cinema. Grab the keys and step behind the bar to get the Med Kit.

GO TO THE CINEMA



Outside, blast the three thugs in the parking lot and the guys who jump out to shoot at you on the sidewalk. Either shoot the thugs in the ditch or dump a load of beams on them. Jump the ditch, then have a shoot-out with six gang members in front of the cinema. Inside, the show's about to start.

BRING THE HOUSE DOWN

THE CHINESE CINEMA

Your pursuit of justice takes you to the Chinese Cinema, where many gang members are waiting for the curtain to come down on your career. As always, pick up ammo and weapons and look for Med Kits as you go.

WEAPONS AND ITEMS

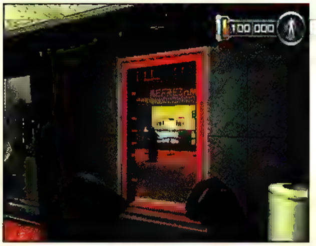
WEAPONS LIST

- 9MM x1
- 9MM x2
- The Enforcer x1
- Crossbow x1
- Submachine Gun x1
- Submachine Gun x2

ITEMS LIST

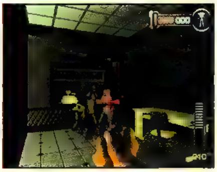
- Body Armor
- Med Kit x3

MAKE YOUR ENTRANCE



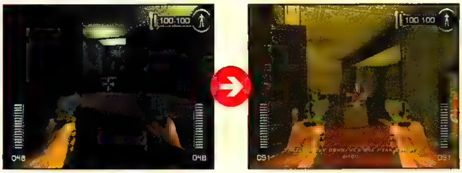
The main doors to the theater's lobby are booby-trapped. If you open them, the theater employee will bite the big one. Break through the glass panel beside the door, then free the hostage. Don't worry about the bundle of furniture crashing down from above.

NO REFRESHMENTS FOR YOU



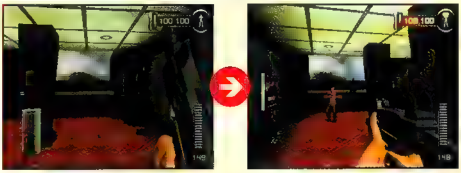
Hop behind the refreshment counter and open the door to the back room. Return fire from several thugs and strafe continually to throw off their aim. Pick up guns and ammo from the fallen punks and don't forget the body armor. Continue through the next door.

THE SHOW'S ABOUT TO BEGIN



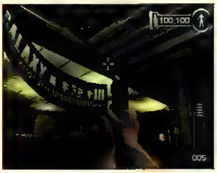
Before heading into the main auditorium, go upstairs to eliminate several enemies. Check the restrooms to flush out a couple of bad guys who are taking a break.

A GOOD SEAT IS HARD TO FIND



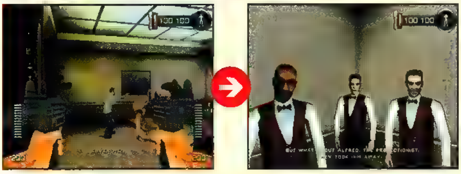
As soon as you enter the main area, the terrorists will open fire. Use the submachine gun to mow down the baddies. Take cover by crouching behind seats. There are at least seven enemies including some on the balconies, and many are difficult to see. Look for muzzle flashes.

A BANNER DAY



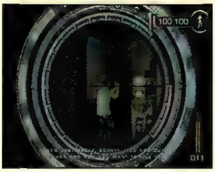
Shoot the right side of the Galaxy III banner at the back of the theater. One end of the banner will fall to the ground. Climb the banner and prepare to shoot two gunmen when you reach the top. Take the exit to the right and blast the duo that steps out of the side door. Follow the hallway beyond the door to the next confrontation.

SAVE THE CINEMA EMPLOYEES



In the office area, head straight to the door on the right, where a thug holds three hostages at gunpoint. Charge in with your guns blazing. The workers will tell you about Alfred, the projectionist. You must save him next. Take the left door in the office and head up the stairs.

RESCUE ALFRED

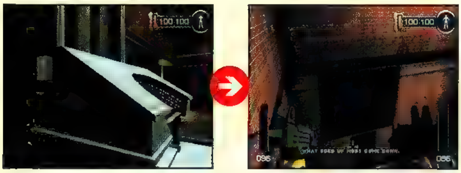


The projectionist is held hostage. Waste a gun-wielding punk and talk to Alfred. He let the bad guys into the theater, but only because he was double-crossed.

POWER TO THE ORGAN

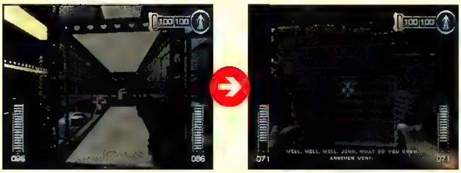
While you're in the projection booth, activate the organ's power switch. After that, hustle downstairs. Look for the T-Rex display and take the double doors across from it. Keep going down.

THE SOUND OF MUSIC



Push the button on the organ's left side and jump onto the organ platform. The platform and organ will rise to stage level. Go behind the screen, pick up the Med Kit and look for the dark panel on the back wall. Shoot the two sandbags to reveal a secret door.

VENT YOUR RAGE



The secret door behind the stage leads to the cellar. Dispatch the three enemies in the reel-storage room. Continue down a hall. The door at the end is locked, but there's a small room with a vent near the floor. Shoot out the vent and drop through it to end the chapter.

▼ RATS IN THE SUBWAY

THE L.A. SUBWAY

The thieves have been using the vents to move the stolen art into the sewers and through the subway tunnels. You're hot on the trail of the terrorist-thieves. The L.A. Subway, like the Hollywood Boulevard chapter, is split into two parts.

▼ WEAPONS AND ITEMS

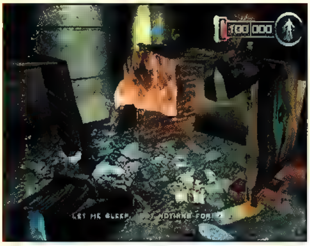
WEAPONS LIST

- 9MM x1
- 9MM x2
- Submachine Gun x1
- Submachine Gun x2
- Hand Grenades

ITEMS LIST

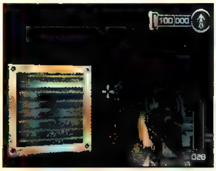
- Med Kit x3
- Rigel Night Vision Goggles
- Hobo Disguise
- Painting Piece x3
- Laptop Computer
- Generator Keys

HELP FROM THE HOMELESS



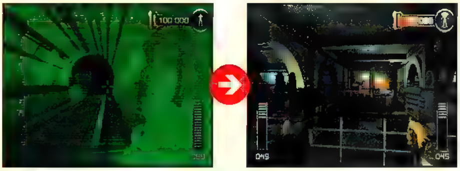
You'll emerge from the vents in a sewer tunnel where homeless people live. Talk to them and take the blue jacket and hat to use as a disguise later. Around the corner, take out three armed thugs. Leave the sewer area through the rusted gate to the left of the chained doors.

SUBWAY SUMMONS



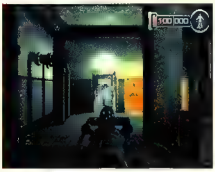
Shoot out the grating and crawl through the shaft until you reach the subway tunnel. You'll hear two thieves talking, and you can shoot one of them before you exit the shaft. Blast both thugs, then grab the Rigel night vision goggles. You're going to need them in the dark subway tunnel. In a nearby room, grab the painting fragmet.

A LIGHT AT THE END OF THE TUNNEL



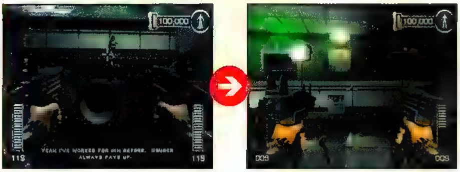
From the subway platform, go up the stairs and shoot the guard, then return to the tunnel. Put on the goggles. After a train passes, run to the right. Take cover in the alcoves on the right side of the track. When you hear whistling, take off the goggles and follow the light.

A BIG MINIGUN



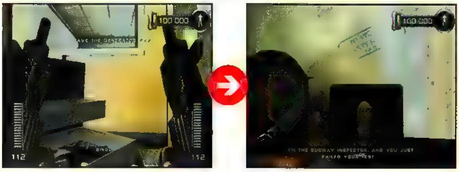
More terrorists are ahead on a subway platform. Be ready for action as soon as you step through the door. Take the grenades from one of the expired terrorists, then hide behind the orange power units and snipe at the foes on the far side of the tracks. Cross the tracks and use the minigun to finish off any guards, then shoot open the steel door.

A NEW FRONTIER



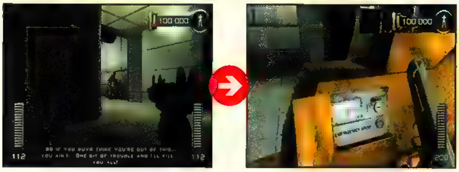
The second part of the chapter begins after you hear Frontier and Von Laben talking in the sewer. Pass through several round grates, then follow the tunnels until you reach the construction site. Shoot the guards, climb the scaffold and walk across the plank to the far platform.

GRAB THE LAPTOP AND PAINTING



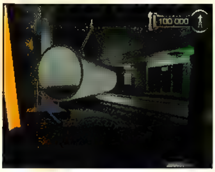
Your objectives are to collect two pieces of the stolen painting and a laptop used by the mercenaries. When you reach the round room that's under construction, go to the left door. Shoot the guard and talk to Frontier on the laptop, then grab the computer and a nearby painting piece.

FREE THE SUBWAY WORKERS



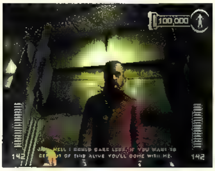
Leave the computer room and head left. Shoot the mercenaries and talk to the freed hostages, then try to start the generator. Return to the room just outside the computer room and retrieve the ignition key from the blue toolbox. Go back to the generator and turn it on.

HEAVY CONSTRUCTION



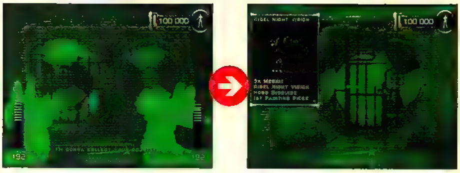
Follow the power cable from the generator to another construction area. Shoot the guards, then hop in the crane's cab and position the giant pipe so you can jump into it and cross over to the opposite platform. Continue straight ahead, shoot the guard and pick up the final painting piece.

VON LABEN'S FOLLY



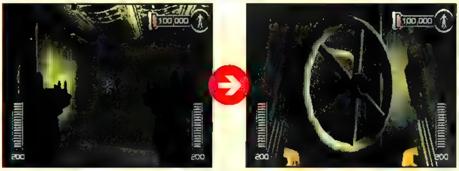
Climb up to the next level and talk to Von Laben. Follow him down to a locked sewer grate. He has the key to unlock the grate. Push through the grate and continue onward, protecting Von Laben. If your targeting reticle turns red, there's an enemy in front of you. Shoot first and ask questions later.

MAZE OF TUNNELS



The sewer tunnels form a maze, and armed guards hide in the darkness. Don the night vision goggles. From the first junction that has three doors, go forward, left, forward, forward, right and forward. You'll reach a room with platforms separated by waterfalls that turn on and off.

SHUT DOWN THE WATERWORKS



Jump across the gaps when the water stops falling, then turn the handle to shut off that part of the waterworks. Von Laben will follow you and unlock the final door. Turn the last wheel to exit the chapter.

THE POLICE GO TO WAR

CENTURY CITY POLICE DEPARTMENT

You face a long, three-part chapter when you return to the Century City Police Department. The terrorists are battling your cohorts, holding some of them hostage and shooting others. As usual, you are the only hope. And Lucy is inside.

WEAPONS AND ITEMS

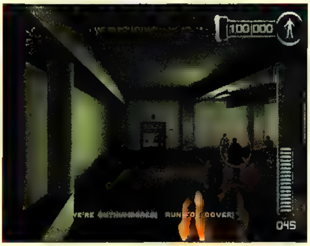
WEAPONS LIST

- 9MM x1
- 9MM x2
- Submachine Gun x1
- Submachine Gun x2
- Combat Shotgun
- Proximity Mines

ITEMS LIST

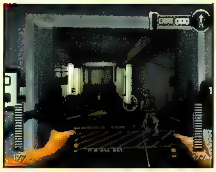
- Med Kit x3
- Armory Keys
- Holding Cell Keys
- Swat Vest

PARKING GARAGE NIGHTMARE



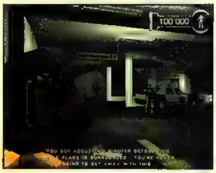
Begin in Action Mode. Shoot the terrorists and take their weapons, including the proximity mines. Look for a red light and listen for a sound that will warn you of an active mine nearby. Use the walls, columns and patrol cars for cover from the terrorists.

AN ELEVATOR SURPRISE



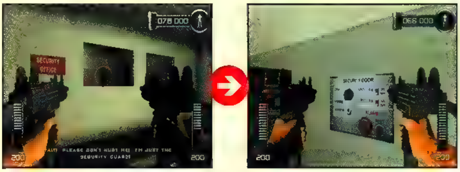
Instead of walking down the ramp to meet the second group of terrorists, surprise them by taking the elevator. When the doors open, pump the enemies full of lead from your dual submachine guns.

A STEALTH OPTION



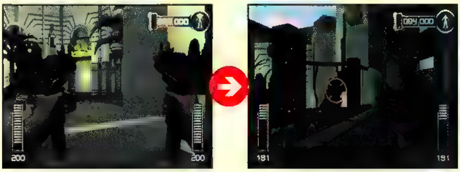
Stealth won't work with the first group of terrorists. You can use Stealth Mode to arrest the second group of terrorists, but your main objective is to grab the proximity mines and move on to the security office.

GET THE ARMORY KEY



Save the cop in the security office by sneaking up in Stealth Mode and shooting his captor through the window. Talk to the cop and get his key to the armory, then flip the switch on the wall, which will activate a door farther on in the chapter. Finish by taking a Med Kit from the locker.

STAY LOW AND AIM HIGH

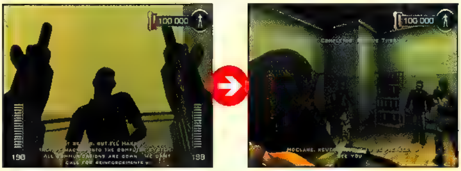


A fierce firefight rages in the courtyard. You can't help your colleagues, but you can target the terrorists. Stay in the cover of the arches and pick off the bad guys on the balconies. A slow-motion scene will signal the end of the battle. Head upstairs and shoot the padlock off the gate.

MORE TROUBLE FROM ABOVE

As you work your way around the upper level, look for the telltale red light of a proximity mine and shoot it out. When you reach the arch with the dark keystone, advance under the arch, then retreat. A proximity mine will explode on the far side. Gruber will show up in a helicopter. Empty a magazine of ammo at him to scare him away—at least for a while.

SAVE THORNBERG AGAIN

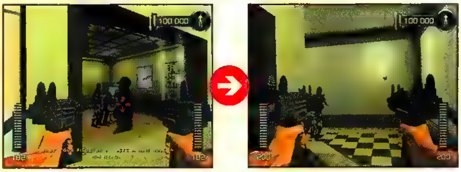


Proceed through the glass doors and watch out for proximity mines. Shoot the foes in the office and turn on the overhead projector to learn about Nitric. Visit the downed cop and use Stealth Mode in the room where Thornberg is being held. Shoot the captor who is aiming at Thornberg.

OFFICE SHOOTOUT

Exit through the door behind Thornberg and enter a big office. Gruber's helicopter will appear outside and begin shooting up the place. Run toward the opposite side of the office and to the double doors. Step back from the double doors to avoid a proximity mine's blast. Shoot the terrorists in the area beyond.

RESCUE CAPTAIN POWELL



Follow the hallway until you hear an interrogation. Switch to Stealth Mode and move forward until you see the room where two terrorists hold Captain Powell. Shoot the terrorist closest to Al first. Talk to Powell, then head to the holding cells. In a nearby office, look at the photo of Dowd.

SAVING LUCY, PART TWO

Shoot the mines on the stairwell walls and descend to the first floor. Enter the armory and get a S.W.A.T. vest and a 12-gauge shotgun from the locker. Pass the observation rooms to the Parade Room. Inside, talk to Lucy through the intercom. You'll have to shoot the glass and hit it with a chair to break it. Lucy will help you formulate a plan.

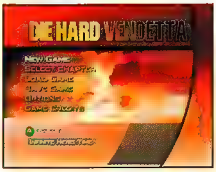
FREE DOWD AND NITRIC

Go down to the holding cells and look at the prisoners. In one cell is Dowd, who you'll recognize from the photo upstairs. Talk to him and let him out of the cell. You'll also meet and free Nitric. He's the guy with the bad complexion.

GET THE EVIDENCE

After Nitric disables the bombs on the front door, go outside. Terrorists will attack at once. Shoot the cop car six times to make it explode. One terrorist has a suitcase full of evidence—retrieve it and shoot all remaining enemies.

CHEAT CODES



Die Hard: Vendetta has a terrific set of cheat codes that you use at the main menu screen. When you input a code correctly, a message will indicate that the cheat is active. To activate the Level Select code, press X, Y, Z, Z, X, Y, Z, Z. For Unlimited Hero Time, press B, X, Y, Z, L, R.

▼ THE VENDETTA CONTINUES

SIX MORE CHAPTERS OF INTENSE ACTION

At the conclusion of the Police Department chapter, Gruber reappears in the chopper and captures Lucy. It is clear that he wants to make McClane suffer. Another six long chapters remain. With the Stage Select cheat mentioned above, you can practice on all of them. Hasten your step.

The Crossing Guardian

Keep up-to-date at www.animal-crossing.com **February**

Will Winter Cast a Shadow on Groundhog Day?

A big question pops up on February 2nd every year: When the groundhog shakes off slumber and noses out of hiding, will he see his shadow? Legend says that if he does, we'll have six more weeks of winter. As usual, crowds will flock to the wishing well between 7 and 8 a.m. to witness the prediction. Since Tortimer can never scare up a groundhog for February 2nd, the day raises a second huge question: Who will the mayor rope into doing the gig this year?

2 2 Mon
07:55 am

Last year, Tortimer came out of his shell and had plenty to say about Groundhog Day!

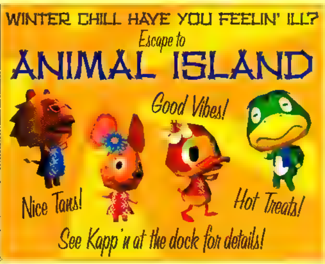
Villager Always Has Spring in Her Step

Some kvetch if we get more winter, but Bloomy from Gardenia looks forward to February 2nd no matter what happens. The secret to her sunny 'tude? "I cover my entire house with flower models and keep it green all year long! And my collection gets bigger every year!"

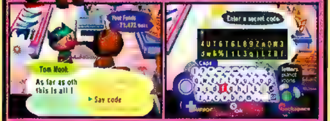
Turning Megaprofits with Turnips

Buy low, sell high! We've dabbled in the turnip trade and have dug up a few tips on how to beat the system. When the turnip peddler, Joan, visits your town on Sunday morning, ask what her selling price is. If it's low, buy a truckload of turnips. If her price is high, don't buy any. If it's in the middle, decide whether to take the risk. If you buy, check Nook's buying price every day. If he offers a high price, sell on that day. If he doesn't, wait another day; he might offer more—or less. But sell before Sunday, because your turnips will spoil and become worthless on that day!

Joan's a sweet sow, but she knows her business. Buy at your own risk.


WINTER CHILL HAVE YOU FEELIN' ILL?
Escape to
ANIMAL ISLAND
Good Vibes!
Nice Tans!
Hot Treats!
See Kapp'n at the dock for details!

Tom Nook's Special Delivery #2



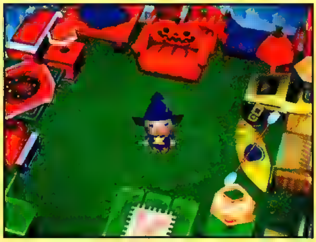
4UT6T6L89ZnOW3
dw&%jtL3qjLZBf

If you say the password shown above to Tom Nook, you'll receive a rare gift that will make your home the luckiest in town!

Let us know what you think of it!

Homeowner Sees Fortune in Furniture

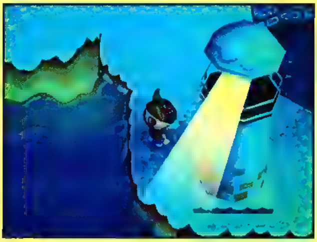
Animals gossip about feng shui, but is the furniture philosophy truly lucky? YoungKay from FlungBay is a believer, and she spilled her know-how: "I swear by placing orange furniture on the north side of my house. My luck has gone straight through the roof!"



Observe feng shui principles at work. You can almost feel the lucky vibes changing her world!

Tortimer to Hand Off Lighthouse Duty

In the early part of every year, our trusty mayor takes a break from the local zoo crew. As usual, he'll need someone to turn on the lighthouse beam every day for the week he's gone. If he approaches you with the heavy responsibility, volunteer for duty!



It's hard work, but someone's got to do it. A recent volunteer kept the light going strong all week long.

When one legend falls another must rise.
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EVERYONE
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CONTENT RATED BY ESRB
Mild Violence

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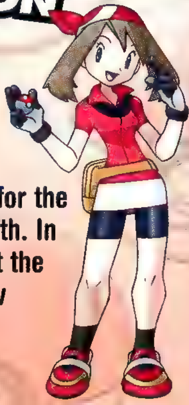
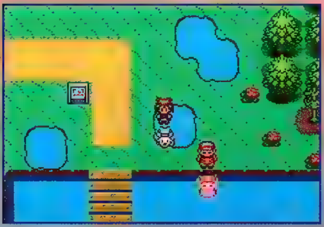


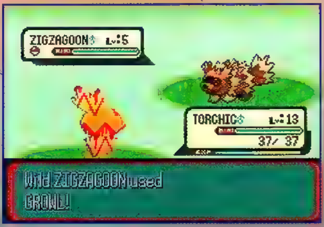
THE NEXT GENERATION OF POKéMON

The highly anticipated Pokémon Ruby and Pokémon Sapphire for the Game BoyAdvance will launch in North America on March 17th. In this month's Pokécenter, we'll unveil new information about the new games' coolest features, including some of the new Pokémon. Read on to get the inside scoop!

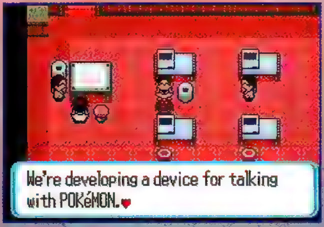
A NEW ADVENTURE AWAITS YOU IN HOENN

Far from the familiar shores of Johto and Kanto lies Hoenn—a distant region where a new Pokémon adventure unfolds. Hoenn is a land of vastly ranging climates and landscapes, brimming with secrets and undiscovered Pokémon. From steep mountainous crags to the depths of the ocean floor, your search for new Pokémon and Trainers will take you to every corner of Hoenn. You'll meet new friends and adversaries, and every encounter will hone your skills as a budding Pokémon Trainer. There are 15 cities to explore and eight challenging Pokémon Gyms to master. With your trusty Pokédex and Pokénav and your favorite Pokémon team at your side, you'll battle up the ranks to become the champion of the Hoenn Pokémon League. Take a break from your training to enter various Pokémon Contests, create Pokéblocks for your Pokémon, and visit the Safari Zone to search for some elusive Pokémon. Pokémon Ruby and Sapphire will appeal equally to new and seasoned Pokéfans with an exciting new story line, fun features and, of course, new Pokémon! The games' graphics engines bring the new Pokémon world to life with amazing detail and vibrancy. Long-time fans will be happy to see that many familiar features, such as the PC and the Pokédex, have returned, but they've been revamped with a new look and new options. Begin your adventure as a boy or a girl, and strike out into Hoenn as the future Pokémon Champion. What will you do with your new life in Hoenn? Will you scour the land for every last Pokémon, unwilling to rest until your Pokédex is complete? Or will you focus more on battling your Pokémon and becoming unbeatable? The choices are endless, and the decisions are up to you!





Wild ZIGZAGOON used GROWL!



We're developing a device for talking with POKéMON.♥

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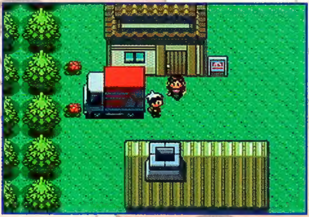
THE NEW TRAINER IN TOWN

The large moving truck bumps down the road—boxes shifting as your head is filled with thoughts of your new life. Your family is moving to Littleroot Town to be close to your father's Pokémon Gym a few towns over. With its quaint setting and friendly folk, Littleroot Town will be a perfect new home and starting place for your grand Pokémon adventure.

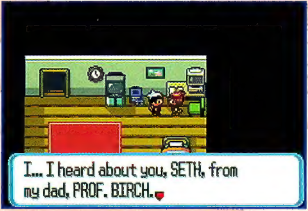
Move to Littleroot Town

You arrive in Littleroot Town and hop out of the back of the moving truck. The movers hustle and bustle about, helping you and your mother get settled into your new home. Then it's time to explore the town!



Meet Your Rival

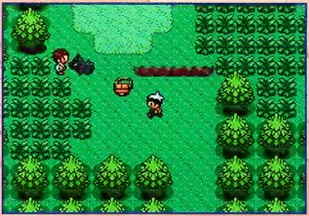
Littleroot Town's premier Pokémon scientist, Professor Birch has a child around the same age as your character. That child will become a friendly rival throughout your adventures. Visit Professor Birch's home and look upstairs to meet your rival for the first time.



I... I heard about you, SETH, from
my dad, PROF. BIRCH.

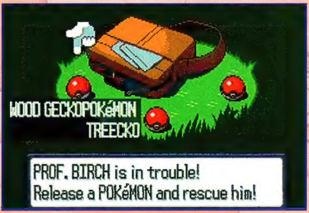
Save Professor Birch

Professor Birch, ventured out to do some fieldwork and was attacked by a wild Pokémon in the tall grass north of town. He needs help, so choose one of the three unique Pokémon from his bag to battle the wild beast.



Get Your First Pokémon

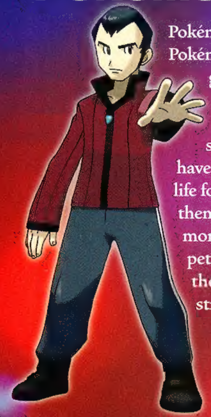
After saving Professor Birch from his brush with the wild Pokémon, meet him back at his Pokémon Lab. The grateful professor will let you keep the Pokémon that you chose from his bag as thanks for helping him out, so select wisely.



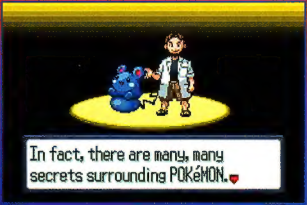
WOOD GECKOPOKéMON
TREECKO

PROF. BIRCH is in trouble!
Release a POKéMON and rescue him!

Pokémon 101: What is a Pokémon?



Pokémon are unique creatures that come in all shapes and sizes. Each Pokémon specializes in one or two types of elemental abilities (such as grass, fire or water) which it uses in battle. Pokémon also develop their own personalities, likes and dislikes—just like humans do. They even have a favorite flavor of Pokéblock (a type of Pokémon sweet), depending on their personality. Pokémon and humans have learned to live and work together in harmony to create a better life for all. Pokémon Trainers gather Pokémon from the wild and train them to battle each other and perform other tasks. By battling Pokémon, Pokémon and their Trainers can show off their skills and compete for various badges and titles. Trainers become close friends with their Pokémon, nurturing them and helping them evolve into stronger creatures.

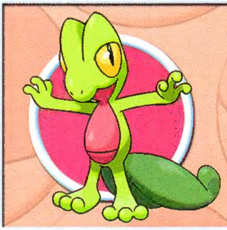


In fact, there are many, many
secrets surrounding POKéMON.

Throughout Pokémon Ruby and Sapphire, you'll meet people who will give you helpful tips about Pokémon and the important relationship between a Pokémon and its Trainer.

STARTING POKéMON

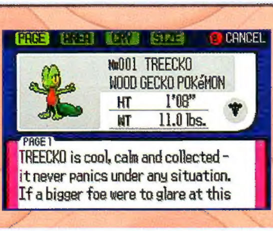
Professor Birch has three Poké Balls that you must choose from at the beginning of Pokémon Ruby and Sapphire. Each Poké Ball holds a special Pokémon that will become your starting Pokémon. Choose carefully—your rival will choose one of the other two, and you will not see the three special Pokémon anywhere else in Hoenn. Below is a sneak peek at the three starting Pokémon.



Treecko

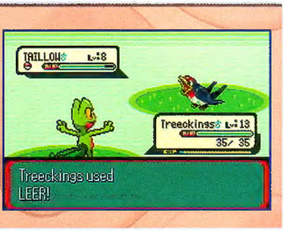
Type: GRASS
Height: 1' 08"
Weight: 11.0 LBS.

Move 1: POUND
Move 2: LEER
Move 3: ABSORB
Move 4: QUICK ATTACK

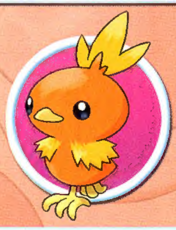


No001 TREECKO
WOOD GECKO POKéMON
HT 1'08"
WT 11.0 lbs.

TREECKO is cool, calm and collected - it never panics under any situation. If a bigger foe were to glare at this



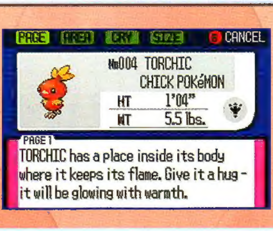
Treeckings used LEER!



Torchic

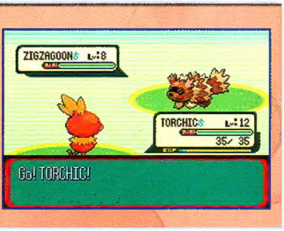
Type: FIRE
Height: 1' 04"
Weight: 5.5 LBS.

Move 1: SCRATCH
Move 2: GROWL
Move 3: FOCUS ENERGY
Move 4: EMBER

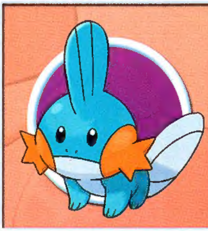


No004 TORCHIC
CHICK POKéMON
HT 1'04"
WT 5.5 lbs.

TORCHIC has a place inside its body where it keeps its flame. Give it a hug - it will be glowing with warmth.



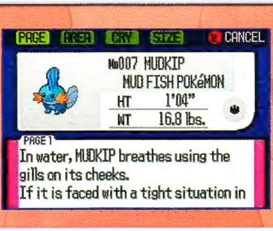
Go! TORCHIC!



Mudkip

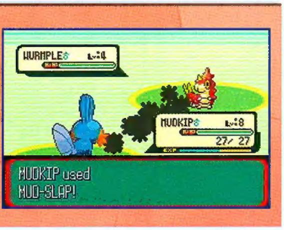
Type: WATER
Height: 1' 04"
Weight: 16.8 LBS.

Move 1: TACKLE
Move 2: GROWL
Move 3: MUD-SLAP
Move 4: WATER GUN



No007 MUDKIP
MUD FISH POKéMON
HT 1'04"
WT 16.8 lbs.

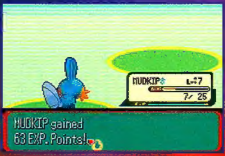
In water, MUDKIP breathes using the gills on its cheeks. If it is faced with a tight situation in



MUDKIP used MUD-SLAP!

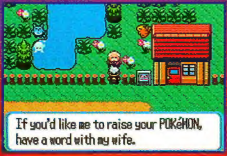
Pokémon 101: How do Pokémon grow and evolve?

Pokémon grow and evolve in many different ways. When Pokémon travel with a Pokémon Trainer, they gain experience from battling wild Pokémon and other Trainers. Pokémon can also gain experience by staying at the Pokémon Daycare, but nothing beats firsthand battle experience. Daycare-raised Pokémon and Trainer-raised Pokémon learn special moves differently. Pokémon also grow stronger by suing or holding items. Skilled Trainers will know what their Pokémon like and feed them those items to make the Pokémon grow. Some Pokémon have the ability to evolve once they reach a certain stage in their lives. There are items that can induce evolution, but an induced Pokémon will not be as strong as if it had progressed to its evolution naturally.



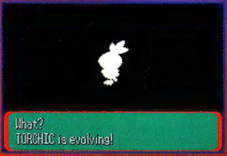
MUDKIP gained 63 EXP. Points!

When Pokémon battle, they gain experience. Pokémon grow, evolve and learn new abilities from battling often.



If you'd like me to raise your POKéMON, have a word with my wife.

You can leave a Pokémon at the Daycare while you're traveling, but Daycare-raised Pokémon don't learn at the same rate as others.



What? TORCHIC is evolving!

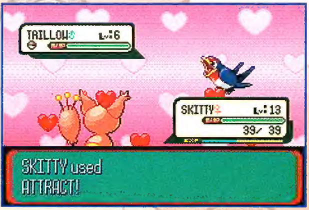
Once a Pokémon has grown a certain amount, it can evolve. Some Pokémon evolve more than others and at different times in their lives.

FRESH NEW POKé-BATTLES

Pokémon battles have never been as exciting as they are in Pokémon Ruby and Pokémon Sapphire. With amazing new battle animations for many moves, new Trainers, new Gym Leaders and the new two-on-two battles, the action is intense! If you thought you knew all there was to Pokémon battle strategy, think again. With dual-type Pokémon and the two-on-two battles you'll encounter, it takes a whole new level of strategy to win. You and one or three friends can also connect your Pokémon Ruby and Sapphire Game Paks and battle via a Link Cable. Check out the multiplayer info on page 103 for more details.

New Battle Animations

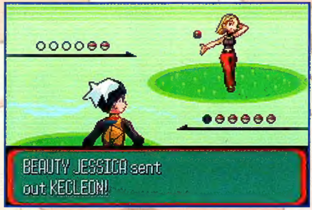
Along with new Pokémon come new moves! Both new and old moves have new battle animations that showcase the power of the GBA. The backgrounds that appear during battles are also new and feature battle location characteristics such as grass, water, mountain and forest. Rain will even appear on-screen if it is raining in the area!



SKITTY used
ATTRACT!

Battle 1-on-1

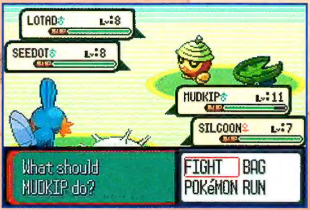
The classic 1-on-1 battles have been spiced up with new graphics. Challenge another Trainer, a wild Pokémon, or a friend! The 1-on-1 battles are similar to those in past Pokémon games, but are much smoother and more vibrant.



BEAUTY JESSICA sent
out KECLEON!

Battle 2-on-2

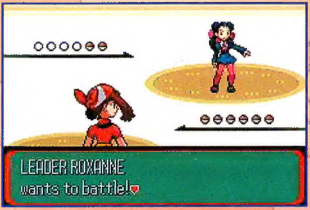
A new feature in Pokémon Ruby and Sapphire is the two-on-two battles. Link up with three friends to battle in teams, or battle two Trainers at once as you travel through Hoenn. Be warned though—two-on-two battles take a special kind of strategy and aren't as easy as one-on-one battles. Do you think you're up to the challenge?



What should
MUDKIP do?

Trainers & Gym Leaders

From bugcatchers to beauties, the Pokémon Trainers and Gym Leaders you'll encounter all have new, enhanced models. Battle Pokémon Trainers and Gym Leaders as you challenge your way to the top to become the champion of the Hoenn Pokémon League.



LEADER ROXANNE
wants to battle!

Pokémon 101: How do I use Pokémon types in battle?

All Pokémon have one or two innate element types. Pokémon types reflect the Pokémon's strengths and weaknesses as well as the environment they originated from. For example, Fire-type Pokémon are often found near volcanoes or lava, excel in fire moves and are weak against water moves. If you know what Pokémon type your opponent is using, it is usually a good strategy to use the opposing type. Gym Leaders and Trainers always use one or two Pokémon types. When a Pokémon uses a move that is particularly strong against its opponent, it does even more damage. Also keep types in mind for defense. If your opponent uses a Pokémon type that your current Pokémon is weak against, bring out another Pokémon.

GEODUDE Lv8
WINGULL Lv10
24/ 30

It's super-effective!

Damage for + attacks	X2
Damage for Critical Hits	X2
Attack type/Pokémon Type match	X1.5
Damage for - attacks	X0.5
Damage for = attacks	X0

NORMAL
Physical attacks are listed in blue.

FIRE
Special attacks are listed in red.

Opponent's Pokémon Type

Your Attack Type	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													-	=			-
FIRE		-	-		+	+						+	-		-		+
WATER		+	-		-				+				+		-		
ELECTRIC			+	-	-				=	+					-		
GRASS		-	+		-			-	+	-		-	+		-		-
ICE		-	-		+	-			+	+					+		-
FIGHTING	+					+		-		-	-	-	+	=		+	+
POISON					+			-	-				-	-			=
GROUND		+		+	-			+		=		-	+				+
FLYING				-	+		+					+	-				-
PSYCHIC							+	+			-					=	-
BUG		-			+		-	-		-	+			-		+	-
ROCK		+				+	-		-	+		+					-
GHOST	=										+			+		-	-
DRAGON															+		-
DARK							-				+			+		-	-
STEEL		-	-	-		+							+				-

RETROMAGS

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